

CHAMPIONS
SUPERPOWERED ROLEPLAYING

MILLENNIUM CITY



Darren Watts

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Superheroic Adventure In The City Of The Future

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A WORD OR TWO OF APPRECIATION

Dedication: This book is dedicated to Aretha, who's been pretty snippy ever since Osiris got a book dedication of his own.

Special Thanks: To the creators who inspired and informed this book by their own works, especially but not exclusively Steve Long, Scott Heine, Scott Bennie, Aaron Allston, Pat Sweeney, and Mark Arsenaault; the Masonic Avenue Irregulars (Maurice Poplar, Alex Jimenez, Jason Walters, Chris Galatti, and Ben Seeman, and also Dan Reiley and Terry Maher) for playtesting above and beyond the call; Andy Mathews, who doesn't get enough credit for making Hero look good month after month; Ben Seeman, who shares the blame for "Juju B"; my parents, for continuing to harass unsuspecting visitors by showing them these books; and Diane, as always.

Steve adds: We'd like to thank the *Digital Hero* playtesters and testreaders who reviewed the *Millennium City* manuscript. Their help spotting typos, inconsistencies, dropped words, and the like is, as always, deeply appreciated.



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Printed in the U.S.A. First printing March 2003

Produced and distributed by DOJ, Inc. d/b/a Hero Games.

Stock Number: DOJHERO203 • ISBN Number: 1-58366-012-7

<http://www.herogames.com>

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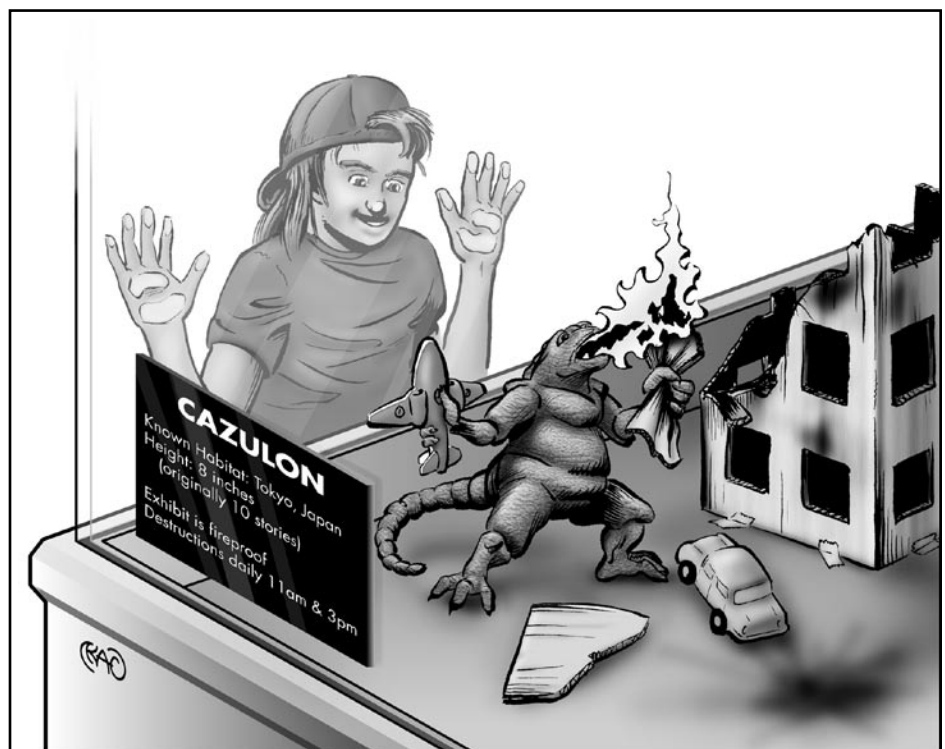


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INTRODUCTION



5:45 A.M.

<click> "...was "Structural Failure" by Evil Empire, a blast from the past here on WEGG, the Egg 103.9. This is Marvelous Mark Armitage, its 5:45 in the A.M., and coming up we have a six-song commercial-free set and Sapphire answering the questions *you* posted on our website, after Lori tells us about the traffic...."

Bang! With a resounding smack Abnel Ali struck the "Snooze" button on his clock radio. In the sudden quiet that followed he heard the soft patter of rain on his window. Cautiously he opened one eye. His terrier, Niels, stirred to wakefulness at this evidence his master was awake and would soon take him for his walk. He began to whine.

"Shut up, Niels. I'm up already." Ali threw back his blankets and sat up on the edge of his bed. Niels yipped once and jumped off the bed, heading for the kitchen. Ali rubbed his eyes and pulled on his bathrobe.

6:23 A.M.

Showered, shaved and otherwise fully refreshed, Ali snapped the leash onto Niels's collar, grabbed his umbrella from the wooden rack by the front door of his house — a one-story ranch-style stand-alone in Southfield — and stepped out onto the front lawn. He grabbed the damp copy of the *Millennium City Free Press* from his driveway while Niels immediately stretched the leash to its full extension, sniffing the wet grass for traces of the wild rabbits that sometimes passed through the neighborhood to nibble at greenery. Ali scanned the front page while the sun struggled to penetrate the clouds at the horizon. *State budget concerns, Judge busted for taking bribes, Lions lose again, More trouble and strife in the Middle East...* not much in the way of good news. Ali checked his watch. "Come on, Niels. We're gonna be late. Lots to do today!" He tugged on the leash, and Niels, his business finished, ran at top speed back to the porch. *Lots to do today, thought Ali. What I do today might just fix some of those headlines.* He smiled to himself as he followed Niels back inside.

6:41 A.M.

Ali maneuvered his new silver Escort out of his little cul-de-sac onto Route 10 and headed southwest towards Millennium City. As he idly snapped on the radio, his mind was already filling with details of his new project at Regent Energy. He crossed Millennium Highway while puzzling out some eleven-dimensional multiphasic energy states and tapping his hands on the wheel to the

rhythm of "Really Play" by Johnny Zhivago. As the final thunderous chords faded, he approached the West Gate of Millennium City and pulled into line. "This is Marvelous Mark on WEGG, the Egg, that was another classic rock hit and here's Lori Lenster with the traffic." The electric eye at the gate stand read the sticker on Ali's windshield, charging his account two dollars for the privilege of entering the city, and another laser confirmed that his car was properly chipped to drive on the Beltway surrounding the city. To Ali's left, unchipped cars turned off into a massive parking lot just outside the gates and under the West Gate People Mover Station.

"Thanks, Mark. Its pretty rough out there today, so everybody be careful. Woodward Avenue is backed up for several blocks at the North Gate. Ninety-four at Stevens has a three-car pileup accident, probably from wet conditions, so traffic's been reduced to a single lane there. And 53 South through Sterling Heights has ongoing construction from that business with Grond last week, so commuters are recommended to take Seventy-five instead. Back to you, Mark."

Ali maneuvered his car through the plaza and into line for the Beltway. As he slowly pulled up to the ramp, his dashboard display registered that he was relinquishing control of his car to the Smart Roadway Master Control Computer. He pressed the confirm switch and released the steering wheel, which began to turn slightly on its own as the car merged into the Beltway traffic. He thumbed another switch to indicate his preloaded destination of Regent Labs, then leaned back and let his car do the driving.

"Thanks, Lori. And we'll be right back with another classic by Danger Kitty after this message...."

7:33 A.M.

Traffic Control relinquished control of Abnel Ali's car with a jaunty electronic "Have a nice day!", and he swung off the ramp on to Caroline Street, three blocks down and into the Regent Building's parking lot. Lisa Swan was belting out "Necktie Nightmare" as Ali cut the engine, grabbed his black leather briefcase, and headed for the lobby elevator. He went up three floors to the main lobby, where he passed his security card in front of the "eye" at the unmanned security desk. "Good morning, Dr. Ali," chirped the desk.

Ali stopped at the news kiosk in front of the building's elevator bank, where he waved his charge card in front of the scanner to buy a Nar-Cola and a muffin. As he ate, he idly

CHARACTER SHEET NOTATION

Generally, the text of the character sheets in this book should be pretty straightforward and easy to understand. Consult the Glossary in the *HERO System 5th Edition*, and the example powers in that book, if you have any questions about abbreviations, terms, or notations. The *Writer's Guidelines*, available on the Hero Games website, also provide some information about character sheet formatting.

In a Multipower, a “u” next to the cost indicates a Fixed (or “ultra”) slot, and an “m” a Flexible (or “multi”) slot.

Under the END column, a number in brackets indicates Charges (however, the bracketed number next to STR is an END cost).

watched the news scroll on the flatscreen monitor mounted on the wall. Eurostar had attacked an UNTIL base in France, and there were casualties. Israeli and Palestinian forces shooting in the streets, rebel uprising in Guamanga. Then one of his colleagues, Kevin Jackson, patted him on the shoulder, startling him. “Morning, Abnel. How you doing?”

“I’m fine, thanks. You?” They continued the conversation as they entered the elevators and rode up. Ali got off on the eleventh floor and headed down the hall to his lab.

7:48 A.M.

Ali passed his security card through the final checkpoint slot and entered the glass-enclosed lab he’d spent so much time in recently. It was a bit of a mess, frankly; the cleaning crew wasn’t allowed in here, and a large number of soda bottles and food wrappers had accumulated in the trash can and on the lab tables. Heavy-duty wires strung haphazardly along the floor all eventually led to a strange device mounted on a small platform in the center of the room. At rest it resembled a bronze washbasin — an empty hemisphere of slick, flat metal on a metal base. But when Ali flicked the power switch on, the base split into several component bands of metal. They began to rotate around the sphere at irregular rates, the inner bands moving faster than the outer ones. Several computer screens sprang to life, measuring energy spikes and temperature changes, while at the center of the spinning bands of metal a shimmering glow formed. “Howdy, girl,” whispered Ali as he sat at one of the consoles and prepared to type. “How are you today?”



AUTHOR'S INTRODUCTION

It's my fault. I blew up Detroit.

Well, it's also Steve Long's fault, because he first suggested that Millennium City take the place of an actual American city rather than just slip in unnoticed between Metropolis and Gotham, just south of Astro City and east of Townsville. And it's also George McDonald's fault, for making such a majestic and nasty supervillain as Dr. Destroyer in the first place. But it's mostly my fault.

I wanted a city where actions have consequences, where the presence of superheroes and villains had actively affected history — but without sacrificing the fundamental generic-ness (is that even a word?) of the Champions Universe. Furthermore, I wanted a city where the Good Guys had had a positive effect. I was tired of fictional universes where the joy and wonder and wish-fulfillment that's such an important part of the superhero had been treated as a negative. And third, I wanted a tragedy for the heroes to respond to. A hero is measured by his enemies, after all, and it was the *reaction* to a massive tragedy like the Battle of Detroit that interested me more than the gory details of death and destruction.

So why Detroit? Well, it's a city that's always interested me. It's been a bit of an underdog historically, and has had more than its share of hardship and strife over the years. It's burned several times. It's had a checkered history of politicians. And it's rebuilt itself and reimagined itself, again and again. The way Detroit assimilated and reinforced the image of the automobile, the way the assembly line reconstructed the very nature of *work* in America, fascinated me. And the social unrest that accompanied the technological change only added to the drama. If any city deserved another shot, one provided by the addition of "super-tech," it seems to me it's Detroit. So I had to break a few eggs to make it happen.

By the way, please allow me to make this point utterly clear: *nothing* negative whatsoever is meant, by me personally or by Hero Games, by our choice of Detroit to suffer this fictional tragedy. We like Detroit. Really. One of our favorite artists, Storn Cook, lives nearby (and kindly put me up for a few days last summer so I could tour around and look at sites to blow up — thanks again, Big Guy!). If the Detroiters out there among you feel the need to take this personally, please see it only as a tribute to the hardiness, resilience, and spirit of your citizenry.

Also, please keep in mind that while Millennium City is based on Detroit, it's based on a fictional Detroit in a world full of superhumans, and therefore any factual errors you find inside are just notional differences between universes and not in any way *my* fault. Unlike, y'know, the whole blowing-up thing.

—Darren Watts • December, 2002

HOW TO USE THIS BOOK

Millennium City, obviously, is a setting book. It's meant to provide the GM with a place to set his *Champions* campaign, and players a fictional locale

they can become familiar with and use as inspiration for the backgrounds and activities of their characters. Even if the entire setting doesn't appeal to you as a whole, it has plenty of elements — locations, NPCs, plot seeds, and more — that you can lift out and insert into another campaign.

Chapter One, *It Shall Rise Again*, chronicles the history of Millennium City. Beginning with the founding of Detroit centuries ago, it traces the course of major events all the way up to 2003, but leaves enough room for the GM to create his own events to set the stage for the stories of his campaign.

Chapter Two, *The Lay Of The Land*, describes the geography, neighborhoods, and prominent features of Millennium City. It includes a map so you can easily figure out how the heroes get from one place to another.

Chapter Three, *A Day In The Life*, describes what it's like to live in the City of the Future. From the daily routine of the average citizen, to the computer chip-controlled cars, to the worlds of the media and business, Millennium City is a unique, busy place, and this chapter tells you what sets it apart.

Chapter Four, *Crime And Punishment*, addresses a subject central to any *Champions* campaign — crime, villainy, and the people who oppose such things. It describes the Millennium City Police Department, the FBI, heroes who work for them, and what the public knows about the underworld.

Chapter Five, *Hot Spots For Cool Heroes*, provides more detailed descriptions of some of the most interesting places in Millennium City. If you want to learn a little more about Millennium City University, Dr. Silverback's lab, or the swank Barlowe Hotel, this is where to look.

Chapter Six, *Gamemastering Millennium City*, consists of two parts. First, there's the *GM's Vault*, which contains all the secret, GM's-eyes-only information about Millennium City. As much as possible, the first five chapters of the book take the "player's perspective": they describe what players and their characters should know about the setting. They do include some "secret" information where it's not convenient to separate it out — such as some parts of the history in Chapter One. (The GM can, of course, forbid certain players to read certain parts of the book.)

However, there are other types of information players clearly should *not* know. It's one thing to provide them with character sheets for NPC heroes, for example; those can inspire and help them. But they shouldn't have access to villains' character sheets, or secret information about what's *really* happening beneath the surface of Lake Erie. That's what the GM's Vault contains — information only the GM should know about. If you only intend to play in *Champions* campaign set in Millennium City, *don't read the GM's Vault!* You'll learn things you shouldn't, and thus spoil your enjoyment of the game.

After the GM's Vault, you'll find a section of character sheets for several new supervillains. This, too, is territory off-limits to players, since the character descriptions contain information only the GM should now.



IT SHALL RISE AGAIN

The History of Millennium City

Millennium City has a remarkable history dating back several centuries. While many historical events are worth knowing about, this chapter concentrates on events, places, and people of most interest to *Champions* players and

GMs, but you can find out a lot more by consulting standard reference works if you're interested (see page 127). You should refer to Chapter One of *Champions Universe*, particularly the timeline on pages 20-26 of that book, for general information about the setting's history.

EARLY HISTORY



The first known human settlements in the area people would eventually call Millennium City were founded around 25,000 BC. Archaeologists have found traces of what seem to be temporary fishing and hunting villages in the area. Nomadic tribes that moved around Michigan and Ohio following herds of large game animals probably built them.

As the last North American “ice age” ended about 10,000 years ago, the glaciers receding over Michigan carved out lake beds and deposited large fields of thick, rich farmable soil. By that time, some small tribes had apparently settled permanently in the area, but modern humans know little about them.

The first regional people historians do know about were the Hopewell Mound Builders, so named for the massive piles of earth and stone they created, many of which survive today. Their culture, which included some organized farming and copper mining, peaked somewhere between 500 BC and 200 AD; by 1200 AD they had died out entirely. Various other tribes moved into the area, mostly coming southwest from Hudson Bay.

By the time white settlers arrived in what is now called Michigan, the Lower Peninsula had a population of over 100,000, in five major tribal groups: the Huron (also known as the Wyandot); Ojibwa (also called Chippewa); Ottawa; Miami; and Potawatomi. Most of these natives had similar languages and lifestyles, and contact between them was common. Primarily hunters and gatherers, they spent the winters in isolated family hunting camps; during the warmer months, they congregated in small villages of 300–400 in areas with plentiful fish, small game, and berries.

Voyageurs

The first white explorers to reach the eventual site of Millennium City were probably the party of Etienne Brule, an associate of the French explorer Samuel de Champlain, who had recently settled in Quebec. Brule had befriended some of the Huron tribes living along the St. Lawrence River, and his party reached the St. Mary’s River waterfalls in 1620 — the first documented contact between whites and the Ojibwa. Brule was probably the first European to see Lake Huron, and maybe also the first to see the full extent of Lake Ontario as well. His diaries suggest he passed through the site of modern-day Millennium City in 1625 or 1626.

Within a decade of Brule’s trips, several French *voyageur* parties traveled through the area, search-

ing for the fabled Northwest Passage and exploring the vast and varied rivers and waterways. Another of Champlain’s associates, Jean Nicolet, led a group across the Lower Peninsula and explored Lake Michigan, making it all the way to Green Bay in Wisconsin. Countless other explorers, trappers, and traders would follow this route over the next several decades.

By 1668, missionaries joined the traders and explorers. A group of French Jesuits founded a village and fort at Saulte Ste. Marie, just north of the Lower Peninsula in present-day Ontario, which became the leading white settlement in the area. The Jesuit missionary Jacques Marquette explored along Lake Superior and the Upper Peninsula throughout the 1670s, discovering the upper end of the Mississippi River in 1673.

In 1701, Antoine de la Mothe, sieur de Cadillac, established the trading post of Detroit (from the French *détroit*, or “of the strait”). Cadillac and his 100 soldiers built Fort Ponchartrain along the banks of the river, naming it after King Louis XIV’s chief minister (who sponsored the expedition to firm up French control of the Great Lakes area against encroaching British explorers). Cadillac’s wife, Marie Therese, was probably the first white woman to enter Michigan. For the next fifty years, the fort and its surrounding town grew to become one of the centers of French trade. Since the French by this point had selected the Ojibwa as “favored trading partners,” they had become the dominant power among the Indian tribes, and Ojibwa was even the standard trading language among trappers and furriers in the area.

The British Are Coming

In 1754, the French and Indian War, the latest in a nearly century-long series of conflicts between the French and British over control of their various colonies, broke out in the Ohio River Valley. Over the next nine years, battles raged between Pennsylvania and Wisconsin, and Detroit served as an important French outpost until the British captured it in 1760. As their losses increased and the British committed more forces and resources to the battle, the French finally had to cede the bulk of their North American holdings to the British in 1763.

The incoming British settlers and traders had little interest in maintaining the French treaties with the Ojibwa, and the tribe soon lost its superior position among its fellows. Beginning in about 1760, the dynamic and charismatic Ottawa chief, Pontiac, started making daring raids against British holdings and tried to organize the other tribes into

“MAD” ANTHONY WAYNE

Detroit’s county is named after Wayne, who was a hero of the Revolutionary War, commander of Fort Ticonderoga, one of Washington’s commanders at Valley Forge. He’s best known for winning the Battle of Stony Point, where he earned his nickname by boldly storming a British fort others deemed impregnable.

After the war General Wayne became a roving Indian fighter, leading battles against various tribes from New York to Georgia, and eventually was named Commander-In-Chief of the U.S. Army. Wayne was also a friend of the first Black Mask (see *Champions Universe*, page 7), with whom he worked under Washington’s command at Valley Forge and Germantown. Indians in the area reportedly referred to him as “the American Chief who never sleeps,” because he was so fond of striking at them under cover of darkness.

THE COPPER RUSH

In 1843, Americans discovered several large veins of copper in the Upper Peninsula of Michigan, setting off a copper rush that lasted for several years. Boomtowns sprang up across the state as prospectors and investors formed hundreds of small mining companies and cooperatives. Most failed over the next few years, until giant veins of copper and iron were found along the Wisconsin border that enriched barons like Samuel Smith. Smith invested the money he earned from copper and timber in the company that would eventually become Oldsmobile.

a single powerful army. Though he never fully succeeded in creating an Indian nation in Michigan, he continued to outwit and avoid British forces for nearly a decade before they captured and executed him in 1769.

In the 1770s, the British had to turn their attention to their rebellious American cousins. At that time most of what is now Michigan was part of Canada, and even when the Revolutionary War ended in 1783, Detroit remained in the hands of the British. As American explorers and developers began working their way west, the British feared they would lose control of the entire Ohio River area. To thwart or at least slow the American expansion, the outnumbered British armed some of the Indian tribes, making treaties with the Eastern Shawnee and Potawatomi among others. The Americans battled the alliance of tribes for several years, and in 1794 General "Mad" Anthony Wayne defeated the Indians at the Battle of Fallen Timbers near Toledo, forcing a general retreat by both the Indians and their British allies. The fort at Detroit itself did not fall to the Americans until 1796, when Lieutenant General John Hamtramck, the commander of Fort Wayne, seized it with minimal resistance.

The American government named Detroit the capital of the fledgling Michigan territory in 1805, but a few months later a terrible fire almost destroyed the entire city — the only building left standing was a stone warehouse. After the fire, Judge Augustus Woodward, assigned to assist Governor William Hull in administering the new

territory, drew up plans to rebuild Detroit, based to a certain extent on the layout of Washington, DC. The city's main street, cutting across the grid from Northwest to Southeast, was later named after him.

As the Americans rebuilt the city, the War of 1812 broke out, and for a few months Detroit was once again in British hands as battles were fought in and around Toronto. The Treaty of Ghent in 1814 not only ended the conflict, but established the modern U.S.-Canadian border.

From A Territory To A State

The retreat of the British and the advent of steamship travel across the Great Lakes transformed Detroit from a small town of a few thousand surrounding a fort to a major trade center in just a couple of decades. Detroit officially incorporated as a city in 1815 and elected its first mayor, John R. Williams, in 1824. When the Erie Canal opened in 1825, cutting travel time from New York by 90%, farmers, miners and homesteaders heading west began to arrive in Detroit by the shipful. By 1835, 200,000 people were passing through Detroit going West every year.

In 1837 Michigan became the 26th state, with Detroit serving as its first capital (the capital moved to Lansing in 1847). Major industry began to settle in the ever-growing city as shipyards and railroads were built. By the mid-1850s, the Detroit-Chicago rail line was one of the most popular in the nation, and Detroit had become a manufacturing center.



THE TWENTIETH CENTURY



The 1890s saw tremendous industrial expansion in all of the major cities along the Great Lakes, including Detroit. Industrialists built factories and plants all along the shores of the Detroit River to produce everything from railroad cars to iron stoves. Thanks to the ease of acquiring raw materials and the tight concentration of engineers and mechanics from the train industry, Detroit was a hotbed of creative invention.

In March 1896, the invention that would define the city for generations made its debut when Charles King test-drove the first gasoline-powered automobile for about six blocks up St. Antoine Street. A few months later, Henry Ford's "Quadricycle" made its first successful test run. Ransom Olds opened the first automobile production company in 1900, and by 1905 he produced over six thousand cars a year. Those first autos cost over \$2,300 each, making them a toy for the rich, but Henry Ford's "Model T" brought the auto's price down below \$300 in 1908. By the next year, Ford assembly lines produced over 250,000 cars a year.

In the early years of the twentieth century, Detroit was one of the nation's centers of technological development. The first commercial radio station in the United States was WWJ in 1920. The first automatic traffic light was installed on Woodward Avenue the same year. Throughout the 1920s work proceeded on the remarkable Detroit-Windsor Tunnel, which laborers completed in 1930 (see page 24).

The Depression hit Detroit hard, since the middle-class was no longer able to afford new cars. With tens of thousands of men out of work, the Citizen's Conservation Corps hired large numbers of them to revitalize the State Park system in Michigan. These efforts paid off over the coming decades when tourism became one of the state's economic mainstays.

Golden Age Detroit

In 1939, Detroit joined the list of cities with a masked protector. *Detroit Daily News* crime reporter Peter Dix adopted the identity of Mr. X to spy on the activities of mob boss Andy "The Greek" Kotsimpolous. After capturing Kotsimpolous, he embarked on a years-long underworld war with "The Greek's" replacement as crime kingpin, the costumed madman known only as "The Shark."

MR. X

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 160 kg; 2½d6 [1]
18	DEX	24	13-	OCV: 6/ DCV: 6
20	CON	20	13-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 14-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
20	COM	5	13-	
8	PD	5		Total: 12 PD (4 rPD)
7	ED	3		Total: 11 ED (4 rED)
4	SPD	12		Phases: 3, 6, 9, 12
7	REC	0		
40	END	0		
35	STUN	3		Total Characteristics Cost: 113

Movement: Running: 7"/14"

Cost	Powers	END		
7	<i>Pistol:</i> RKA 1d6+1; OAF (-1), Beam (-¼), Real Weapon (-¼), 2 clips of 6 Charges each (-½)	[6]		
	Martial Arts: <i>Brawling</i>			
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Punch	+0	+2	4 ½d6 Strike
5	Roundhouse	-2	+1	6 ½d6 Strike
3	Tackle	+0	-1	2 ½d6 +v/5 Strike, You Fall, Target Falls
3	Throw	+0	+1	2 ½d6 +v/5 Strike, Target Falls
2	<i>Padded Jacket:</i> Armor (1 PD/1 ED); IAF (-½)			0
4	<i>Grapnel Gun:</i> Multipower, 9-point reserve; all OAF (-1)			
1u	1) <i>Swingline:</i> Swinging 8”; Extra Time (Full Phase; -½)			1
1u	2) <i>Climbline:</i> Climbing 12-; OAF (-1)			0
2	<i>Athletic:</i> Running +1” (7” total)			1
3	<i>Alert:</i> +1 PER with all Sense Groups			0

Perks

4	Contact: Police Chief O'Land 11- (very useful Skills and resources)
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Talents

- 6 Combat Luck (3 PD/3 ED)
- 3 Lightsleep
- 3 Resistance (3 points)

Skills

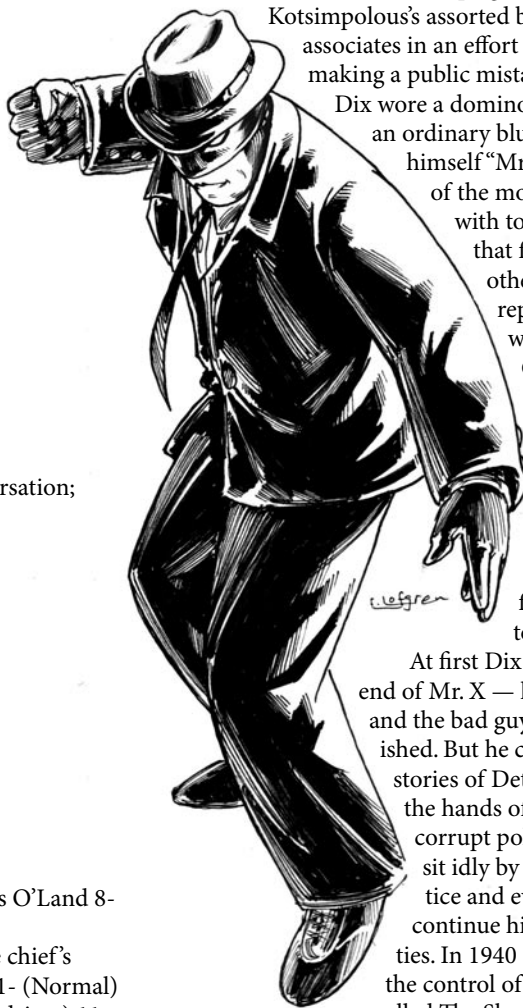
- 3 Acting 13-
- 3 Breakfall 13-
- 3 Combat Driving 13-
- 3 Concealment 13-
- 3 Criminology 13-
- 7 Deduction 15-
- 3 Fast Draw (Small Arms) 13-
- 5 Interrogation 14-
- 3 AK: Detroit 13-
- 3 KS: Detroit's Underworld 13-
- 2 KS: Detroit Politics 11-
- 1 Language: Polish (basic conversation; English is native)
- 3 Lockpicking 13-
- 3 Persuasion 13-
- 3 PS: Reporter 13-
- 3 Shadowing 13-
- 3 Stealth 13-
- 3 Streetwise 13-
- 2 WF: Small Arms

Total Powers and Skills Cost: 114**Total Character Cost: 227****100+ Disadvantages**

- 5 DNPC: Police Chief Diogenes O'Land 8- (Normal, Useful Skills)
- 15 DNPC: Helen O'Land (police chief's beautiful, spunky daughter) 11- (Normal)
- 10 DNPC: Emil Cavanaugh (cabdriver) 11- (Normal, Useful Skills)
- 25 Hunted: Detroit Mob 11- (Mo Pow, NCI, Kill)
- 20 Hunted: The Shark 11- (As Pow, NCI, Kill)
- 20 Psychological Limitation: Protective Of Detroit And Its Residents (Very Common, Strong)
- 15 Psychological Limitation: Devoted To Justice (Common, Strong)
- 15 Social Limitation: Secret Identity (Peter Dix, reporter) (Frequently, Major)
- 2 Experience Points

Total Disadvantage Points: 227

Background/History: Peter Dix was born in Detroit in 1911. In 1933, after graduating from the University of Michigan, he took a job as a copyboy for the *Detroit Daily News*. He worked his way up over the next few years, showing his skills as a dogged beat reporter. By 1939 he was the lead reporter on the *News* crime beat, and he began investigating the activities of Andrew "Andy the Greek" Kotsimpolous, a local businessman who was an ally of Al Capone and head of the largest local mob family. Kotsimpolous ruled the city's underworld and had so far avoided all efforts by Police Chief O'Land to bring him to justice. Inspired by the reports of costumed crimefighters in other cities, Dix began



an extracurricular campaign of harassment of Kotsimpolous's assorted businesses and associates in an effort to anger him into making a public mistake. While doing so, Dix wore a domino mask (along with an ordinary blue suit) and called himself "Mr. X," a joke some of the mobsters he tangled with took seriously and that found its way into other newspapers' reports. Eventually, with the assistance of Chief O'Land, his lovely and spunky daughter Helen, and cab driver Emil Cavanaugh, Mr. X exposed Kotsimpolous as a murderer and finally brought him to justice.

At first Dix felt that was the end of Mr. X — he'd gotten his story and the bad guy had been punished. But he continued to hear stories of Detroiters suffering at the hands of lawless thugs and corrupt politicians. Unable to sit idly by in the face of injustice and evil, he decided to continue his undercover activities. In 1940 Detroit came under the control of a master criminal called The Shark, who manipulated local gangs from behind the scenes. Mister X began a years-long war against this shadowy nemesis that wasn't resolved until the Shark's demise in a plane crash in 1952.

In early 1942 the government drafted Dix into the Army. The Army posted him to the Fort Wayne Military Procurement Depot to handle paperwork for the tanks and other armaments being built in Detroit, so he never saw action in the war. He fought crime in Detroit for the duration, and in 1943 even teamed with the Defenders of Justice to defeat the villainous Klansman called the White Knight.

Dix retired his costumed identity in 1954 and married Helen O'Land the next year. He worked as a reporter until 1973, when he retired and moved to Florida with his wife. He died of lung cancer in Fort Lauderdale in 1980, largely forgotten except by the most fervent of superhero fans. Helen Dix still lives in a retirement home, where her old friend Emil occasionally visits her.

Personality/Motivation: Mr. X is a fairly straightforward character who loves Detroit and hates what criminals have done to it. Motivated by a righteous rage against the corrupt and powerful, he almost always takes the little guy's side. A fairly crafty self-trained detective with a knack for untangling complicated crimes and a good right hook for dealing with thugs, he'd be in over his head in encounters with most superhumans. Fortunately, superhumans

are rare in the Midwest of the 1940s, even in a city like Detroit.

Quote: “Drop the gun, Antonetti... or I’ll drop *you*.”

Powers/Tactics: Mr. X tries to solve most of his problems with his head first, since he’s a logical thinker, observant, clever, and sneaky. Most of the time, however, he ends up having to bring in some miscreant only after an extensive round of fisticuffs. Mr. X is well-known by both the Detroit police and the local underworld for his impressive ability to take a punch.

Gamemasters should note that Mr. X doesn’t have a Code Versus Killing — he carries a gun, and he’ll use it if he must. But he strongly prefers not to kill; he’ll shoot to wound or disarm if he can. (You may want to give him some Targeting Skill Levels for this purpose, if necessary.)

Campaign Use: Mr. X is an ideal low-level pulp costumed hero to compare and contrast with higher-flying patriotic heroes of the Golden Age, or as an example character for a lower-level mob-busting campaign. Any sort of time travel story set in Millennium City might involve an encounter with Detroit’s first costumed hero. In later time periods, Dix might come out of retirement for one last adventure, especially if it turns out the Shark survived his apparently-deadly plunge or plotted one last scheme to occur after his death.

If Mr. X isn’t tough enough to cut it in your campaign, give him some Physical Damage Reduction for STUN only (so he can better withstand punches and the pain of gunshot wounds), and perhaps equip him with some more weapons. If he’s too tough as it is, reduce his Characteristics a little and remove a Martial Maneuver or two (and perhaps some Skills).

As a Hunter, Mr. X uses his brains instead of his fists. He’ll start out in reporter mode, trying to dig up everything he can on his quarry, progressing to costumed activities only if he must.

Appearance: Mr. X is a broad-shouldered and barrel-chested six-foot-two. He wears a natty single-button blue suit and tie, blue fedora, brown leather gloves, and a red domino mask. He wears his gun in a shoulder holster under his left arm, balanced with the grapnel-gun in a similar holster under his right

arm. He has brown hair and striking deep brown eyes.

The War

Meanwhile, Detroit joined the rest of the country in preparing for war. In 1940, Ford Motor Company became one of the first American corporations to convert to a “war footing,” transforming the factories that were producing automobiles into facilities for building bombers and tanks. By early 1944 bombers were coming off the assembly lines at Ford and Chrysler’s main Detroit plants at the rate of *one per hour*. During World War II, Michigan led all American states in production of war materiel and earned the nickname “The Arsenal of Democracy.”

Of course, with most of Detroit’s young white men serving in the army, the factories were short on workers, so the government set up several programs to attract black workers to move north to fill those jobs. It built new housing projects for blacks in traditionally Polish or Irish neighborhoods, and incidents of racial violence and occasional rioting occurred throughout the war and in the years afterwards as soldiers returned from abroad.

Silver Age Detroit

By 1957 Detroit had grown in size to over 1.8 million residents, and the city government was unprepared to handle the expansion. The urban sprawl of the city was chaotic and largely unplanned, and racial tensions continued to manifest violently as the “civil rights movement” came north.

Detroit remained one of the cultural capitals of the United States; in 1959 Berry Gordy founded Motown records. The “Detroit Sound,” exemplified by acts like the Supremes, the Four Tops, and Smokey Robinson, swept across the nation.

In 1954 Mr. X retired his costumed identity as one of the last masked adventurers in the country. Although the debut of the Fabulous Five in 1959 signified the beginning of the Silver Age of costumed superbeings, Detroit had to wait for several years before getting its own superhero in the form of retired football star Reggie Morgan — the Scarlet Shield.



SCARLET SHIELD

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
21	CON	22	13-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
20	COM	5	13-	
12	PD	7		Total: 16 PD (14 rPD)
10	ED	6		Total: 12 ED (12 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
10	REC	2		
50	END	4		
40	STUN	1		Total Characteristics Cost: 151

Movement: Running: 11"/22"
Leaping: 15"/30"

Cost	Powers	END		
12	<i>Shield:</i> Multipower, 25-point reserve; all OAF (-1)			
1u	1) <i>Blocking:</i> +5 DCV; OAF (-1)	0		
1u	2) <i>Deflecting:</i> Missile Deflection (bullets), Range (adjacent hexes; +½); OAF (-1)	0		
1u	3) <i>Shield Bash:</i> HA +4d6; OAF (-1), Hand-To-Hand Attack (-½)	2		
	<i>Martial Arts: Football/Shield-bashing</i>			
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Punch/Kick	+0	+2	7d6 Strike
5	Running Evade	—	+4	Dodge, Abort, FMove
5	Strip	+0	+0	Grab Weapon, 35 STR to take away
3	Tackle	+2	+1	5d6 Strike, You fall, Target falls
1	Use Art with Shield			
10	<i>Toughness:</i> Damage Resistance (10 PD/10 ED)			0
6	<i>Armored Costume:</i> Armor (4 PD/2 ED); OIF (-½)			0
15	<i>Enhanced Physiology:</i> Life Support (Extended Breathing: 1 END per Turn; Safe Environments: Intense Cold, Intense Heat; Immunity: to all terrestrial diseases and biowarfare agents)			
10	<i>Super-Running:</i> Running +5" (11" total)			1
10	<i>Super-Leaping:</i> Leaping +10" (15" forward, 8" upward)			1

Perks

- 2 Reputation (known as a hero by sports fans and Detroit residents) 11-, +2/+2d6

Talents

- 3 Ambidexterity (-2 Off Hand penalty)

Skills

- 6 +2 with Football/Shield-Bashing

- 3 Acrobatics 14-
3 Breakfall 14-
3 Conversation 13-
2 Gambling (Sports Betting) 12-
2 AK: Detroit 11-
3 KS: Professional Sports World 12-
2 KS: Detroit Underworld 11-
3 Paramedics 12-
5 PS: Football Player (Wide Receiver) 14-
3 Seduction 13-
3 Stealth 14-
3 Streetwise 13-
3 Teamwork 14-

Total Powers and Skills Cost: 137

Total Character Cost: 288

200+ Disadvantages

- 10 DNPC: Gayle Jackson (wife) 8- (Normal)
20 Psychological Limitation: Honorable (Common, Total)
15 Psychological Limitation: Seeks Justice (Common, Strong)
15 Social Limitation: Public Identity (Reggie Morgan) (Frequently, Major)
5 Social Limitation: Controversial Public Black Figure During Racially Unsettled Time (Occasionally, Minor)
23 Experience Points

Total Disadvantage Points: 288

Background/History: Reggie Morgan was an up-and-coming football star in 1966. In his third season starting at wide receiver for the Detroit Lions, he had just signed an impressive contract to play for the next three years. Unfortunately for Morgan, the notorious mad scientist Dale Dekkar had developed a new vitamin/steroid treatment with which to create an army of super-warriors... but his test subjects kept dying. So Dekkar sent out a team of henchmen from his laboratory near Chicago with instructions to capture as many physically fit human subjects as possible. Morgan was one of their victims.

Out of this entire batch of specimens, only Morgan survived the treatment, but it worked wonders on him. His already fantastic physique was improved into the superhuman realm. Dekkar was so thrilled by his success that he didn't even notice when Morgan broke out of the restraints and promptly mopped up the floor with the evil scientist's henchmen, Vortex and the Green Knight. Morgan delivered all three to the police, but he kept the Green Knight's shield as a souvenir.

Word of Morgan's kidnapping had gotten out by this point, and once the full story broke, the NFL had no choice but to ban him due to his now-superhuman physique. Lacking any other options, Morgan decided to adopt a costumed identity and fight crime in Detroit. After spray-painting the shield a deep red, he had his new moniker.

Morgan spent most of his time over the succeeding decade trying to keep the peace during the civil rights struggles of the late '60s and early '70s. Though he generally supported the cause, he tried to be a voice of reason and restraint, and was often

vilified by both sides of the struggle: the police felt he was too lenient with vandals and troublemakers, while militant Blacks only saw a black superhero helping white cops and called him a tool of the Establishment. Stuck partly in both worlds, Morgan tried desperately to make a difference. He set up a fan club in a couple of the poorer areas of Detroit, hoping to inspire kids to stay in school and give back to the community, but achieved only mixed results.

Although he's most remembered for his involvement with the civil rights movement, the Scarlet Shield also fought gangs and organized crime. Eventually he became too big a problem for the Combination to tolerate anymore, so it hired the super-assassin Grave to eliminate him. Grave succeeded in 1974. Even though Rocketman brought Grave to justice, the failure of the local authorities to capture the Shield's killer or the mobsters who ordered his death was just another factor adding to the civic outrage and despair that swept across Detroit in the 1970s. His shield, recovered by Rocketman, today hangs in the Sentinels' Trophy Room. A statue of him was added to Memorial Park in 1999.

Personality/Motivation: When Scarlet Shield began his career, he was a friendly and polite young hero who enjoyed the adulation of the crowds and treated crimefighting like a game, the same sort of game he used to play every Sunday. The riots and fires of the late '60s gave him both a harder edge and a more nuanced approach, as he sought to deal more with what he perceived as the root causes of crime in Detroit, like poverty and absence of community. Unfortunately, he was just starting to make an impact in that area when Grave killed him.

Quote: "C'mon, people — *think* about what you're doing. Anger and violence don't solve problems."

Powers/Tactics: Scarlet Shield was a fairly straightforward fighter, with a fighting style derived from years on the gridiron and little sense of tactics. He used his shield for protection from ranged attacks and as a club at close quarters; it wasn't aerodynamic enough to make an effective thrown weapon. No one has ever successfully duplicated the strange vitamin/steroid treatment Dr. Dekkar gave him.

Campaign Use: Scarlet Shield might appear in any adventure set in the 1960s or '70s in the Detroit area as the premiere local superhero. Anyone active in the civil rights movement of the time might remember him (fondly or not).

The Scarlet Shield never really Hunts anyone. His style of crimefighting mostly involves patrolling or standing watch and then stopping crimes he encounters, not true investigation.

To make the Scarlet Shield tougher, turn him into a full-fledged "brick" — increase his STR and defenses so he can both dish out and take significant amounts of damage. Alternately, add some weapons or "gimmicks" to his shield or costume to increase his tactical options. If he's too strong for your campaign, remove some of his Martial Maneuvers and Skills, and perhaps tone his Multip-

ower down to a 15-point reserve.

Appearance: Scarlet Shield was a large black man, standing 6'3" and weighing 250 pounds of pure muscle. He wore a red skintight costume with a cowl that left his entire face exposed but covered the top of his head. His boots, gloves, and other highlights were a darker shade of red, as was his shield, which was about three feet long and squared off at the top.

As the 1950s ended and the 1960s began, Detroit began to suffer the social stresses common to most American big cities of the time, but worse. Constantly strapped for money, the city had difficulty funding many social programs. Even worse, many of those programs (especially housing) developed a reputation for corruption. Organized crime flourished, and wealthy whites began to move to the suburbs in ever-increasing numbers, further undermining the tax base.

Racial tension came to a head in the city in 1967. Forty-three people died in riots between the 23rd and 25th of July after police raided a popular black bar that had no liquor license. The riot was only one of several in the United States that summer, following close on the heels of similar disturbances in Los Angeles and Newark, but Detroit's was particularly destructive, deadly, and expensive, causing more than \$20 million in property damage. But without the heroic efforts of the Scarlet Shield, the death toll and loss of property could have been much worse.

These problems almost repeated themselves in 1970, when VIPER, under the local leadership of Jebediah Stowe, launched Project Tree of Liberty. Using psychotropic ray generators, it attempted to spark another race riot. Thanks to the calming efforts of the Scarlet Shield, who eventually tracked Stowe to his lair in the Delacroix Mansion and defeated him, the crisis was averted.

Bronze Age Detroit

Tensions finally began to ease in the early 1970s, as indicated by the election of Detroit's first black mayor, Coleman Young, in 1974. However, the city's reputation took another hit when mobsters killed the Scarlet Shield, leaving the city without a prominent costumed crimefighter. Nevertheless, the rebounding fortunes of the auto industry in the '70s brought the city some additional money, which it spent on city improvements like the original People Mover and the Renaissance Center. The city even hosted the 1980 Republican National Convention, where Ronald Reagan won his party's nomination for the Presidency.

In 1981, Detroit gained a new costumed protector when Shadowboxer received his powers after exposure to toxic waste and a gangster's bullet.

THE EDMUND FITZGERALD

In 1975, Meteorman II saved the gigantic ore tanker *Edmund Fitzgerald* from sinking in Lake Superior during a fierce November storm. Gordon Lightfoot later wrote a popular song about the amazing event. "The Rescue of the *Edmund Fitzgerald*" is just one of a number of neo-folk hits about the activities of superheroes, such as the well-known "Ballad of the Black Mask" or "You Don't Mess Around With Jim," where singer Jim Croce admonishes the listener not to "tug on Vanguard's cape" or "pull the mask off Dr. Twilight."

SHADOWBOXER

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 320 kg; 3 ½d6 [1]
23	DEX	39	14-	OCV: 8 / DCV: 8
20	CON	20	13-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
8	PD	4		Total: 16 PD (8 rPD)
7	ED	3		Total: 15 ED (8 rED)
6	SPD	27		Phases: 2, 4, 6, 8, 10, 12
8	REC	0		
50	END	5		
35	STUN	4		Total Characteristics Cost: 134

Movement: Running: 8"/16"

Cost	Powers	END
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33	<i>Energy Punch:</i> HA +8d6 (versus ED), Reduced Endurance (½ END; +¼); Hand-To-Hand Attack (-½)	2			
30	<i>Dark Energy Field:</i> Darkness to Sight Group 2" radius, Usable As Attack (see text; +1), Personal Immunity (+¼); Self Only (see text; -½)	4			
15	<i>Golden Gloves Training:</i> Find Weakness w/ Energy Punch, 12- <i>Martial Arts: Boxing</i>	0			
	Maneuver	OCV	DCV	Notes	
4	Block	+2	+2	Block, Abort	
3	Clinch	-1	-1	Grab Two Limbs, 28 STR	
4	Cross	+0	+2	5 ½d6 Strike	
5	Hook	-2	+1	7 ½d6 Strike	
5	Jab	+1	+3	3 ½d6 Strike	
16	<i>Combat Suit:</i> Armor (8 PD/8 ED); OIF (-½)				0
3	<i>UV Magnifiers:</i> Nightvision; OIF (helmet; -½)				0
7	<i>Polarized Visor:</i> Sight Group Flash Defense (10 points); OIF (helmet; -½)				0
7	<i>Rebreather:</i> Life Support (Self-Contained Breathing); OIF (helmet -½), 1 Continuing Fuel Charge lasting 1 Hour (-0)				0
4	<i>Fast:</i> Running +2" (8" total)				1

Perks

4	Contact: Henry Mendelson, Detroit Police Department 11- (very useful Skills and resources)
2	Reputation (known as a hero by Detroit residents) 11-, +2/+2d6

Skills

10	+2 Hand-to-Hand
6	+2 with Boxing
3	Acrobatics 14-
3	Breakfall 14-
3	Climbing 14-
3	AK: Detroit 12-
3	KS: Boxing 12-

3	KS: Muscle Cars 12-
1	Language: Spanish (basic conversation; English is native)
3	Mechanics 12-
2	PS: Boxer 11-
3	Stealth 14-
3	Streetwise 12-

Total Powers and Skills Cost: 188

Total Character Cost: 322

200+ Disadvantages

10	Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
20	Hunted: VIPER 8- (Mo Pow, NCI, Kill)
20	Psychological Limitation: Honorable (Common, Total)
10	Psychological Limitation: Mistrusts The Wealthy And Powerful (Common, Moderate)
10	Psychological Limitation: Believes In Conspiracy Theories (Uncommon, Strong)
15	Social Limitation: Secret Identity (Joey Greene) (Frequently, Major)
37	Experience Points

Total Disadvantage Points: 322

Background/History: Joey Greene was born in Detroit in 1961. His father worked long hours at Chrysler's assembly plants, raising both Joey and his older brother Dennis after the death of their mother from heart disease when the boys were still preschoolers. With their father working, Dennis and Joey spent a lot of time on the streets, but somehow the strong ethics instilled by their dad kept them out of gangs and trouble. Dennis, a brilliant mechanic, could fix anything; he made some money for the family as a teen fixing appliances and cars for other families on the block. Meanwhile, Joey was a dedicated athlete — he played many sports and excelled in most of them, but was best at boxing. As a teen he entered the Golden Gloves tournaments and won several; soon promoters were paying attention to the kid with the fast hands and ready smile.

By 1981, Joey was ready to turn pro. Unfortunately, his first promoter owed money to the Combination and asked Joey to take a fall. Joey refused, so Combination goons shot the both of them as examples to the rest of the young fighters in the area. The goons dumped their bodies at a construction site in Dearborn that also happened to be the repository of some illegally-buried radioactive waste.

Instead of dying, Joey Greene was reborn with enhanced reflexes and the ability to manifest jet-black energy fields around his body. He and his brother developed the costume and persona of Shadowboxer for Joey to use to bring the mobsters to justice. They succeeded, and Joey went on to become the most notable superhuman hero in Detroit. He battled gangs, the Combination, low-level supervillains, and VIPER on numerous occasions.

On July 23rd, 1992, Shadowboxer arrived at the scene of a massive battle in his hometown between the Sentinels and several supervillains hired as a distraction by Dr. Destroyer. Teaming with the more

famous heroes, he fought several villains and showed tremendous bravery against overwhelming odds. But the opposition stacked against him was too powerful; the monstrous supervillain Glacier overwhelmed him and crushed him to death. The authorities recovered his burned and broken body several days after the Battle of Detroit ended. Perhaps more than any other hero who died that fateful day, Shadowboxer was mourned by the citizens of Detroit, and he remains one of the most popular figures in the city's history.

Personality/Motivation: Shadowboxer was a friendly, hardworking man with a penchant for unorthodox solutions to problems. He saw great pride and potential in Detroit's working-class neighborhoods, and resented the efforts of organized crime to prey on the weak. He had a strong mistrust of authority figures in general and politicians in particular, and was prone to believing some fairly extreme theories about what "the government" was secretly up to. He almost always favored the underdog in any fight as a knee-jerk reaction. His brother Dennis and father James frequently served as advisors and philosophical counterweights for the more action-oriented Joey.

Quote: "You'd better surrender now, pal. I pack a mighty mean punch."

Powers/Tactics: Shadowboxer had the ability to generate a mysterious field of "dark energy" around himself. This ability could manifest in one of two ways: first, an impenetrable dark "haze" emanating about two meters in all directions around his body, obscuring the vision of his opponents but not Shadowboxer himself; and two, a concentrated high-energy field limited to a few centimeters around his hands. This field reacts explosively upon contact with another solid substance, giving Shadowboxer's punch an explosive boost similar to several sticks of dynamite.

Shadowboxer wouldn't use his explosive punch on normal opponents, preferring to rely on his boxing skills. He would frequently destroy something inanimate (like a wall or desk) at the beginning of a fight as part of a massive Presence Attack; otherwise, he limited use of that power to superpowerful opponents he knew had enough resilience to take it.

Shadowboxer didn't have a lot of use for tactics; he tended to put his head down and bull through his problems. He cared deeply about the city of Detroit and its residents, and often spent time on streetcorners talking to kids or just walking around the neighborhoods. However, whenever either the police or press attempted to contact or approach him, he disap-

peared at the first opportunity, before anyone asked too many questions. His only friend on the Detroit Police force was Henry Mendelson, a veteran detective who saw value in super-vigilantism and encouraged Shadowboxer "unofficially."

(GM's note: ordinarily, a Darkness field, once established, can't move; the *Usable As Attack* Advantage allows it to move with someone it's "attached" to. That's why it's applied to Shadowboxer's Darkness field; the *Self Only* Limitation indicates he can only use the Darkness on himself, not as an attack against other people.)

Campaign Use: Shadowboxer is Detroit's "local hero" from the early 1980s until his death in 1992, and might appear in any stories set in that time period. He never joined any of the super-teams extant at the time, though he did meet the Sentinels on at least one occasion.

Along with the many police, firefighters, and emergency workers who lost their lives in the line of duty that day, Shadowboxer's image represents Detroit's past to many Lennies. His statue is one of the largest in Memorial Park, and his image appears in murals painted on buildings in North Detroit.

If you want to increase Shadowboxer's power, give him more darkness-related abilities — dark-bolts, the ability to create fields of darkness at range, maybe even Teleportation. If he's already too powerful for your campaign, reduce his HA dice and get rid of some of his gadgets.

As a Hunter, Shadowboxer isn't particularly sophisticated or devious. He'll use his Skills, contacts, and resources to investigate and track down his target, then attack. He'll keep trying that tactic until it succeeds.

Appearance: Shadowboxer was an African-American man, standing about 5'11" and weighing 190 pounds. He kept his hair cut short and had the lean and muscular build of a middleweight boxer. He wore a gray sectional armored suit with black highlights at the joints, plus black boots and gloves. He protected his head with a motorcyclist's helmet that Dennis modified to give it a polarized faceplate, nightsight capability, and an internal air supply. All of his gear had a "recycled" feel to it, since Dennis assembled most of it in his basement from cannibalized parts.



THE PRESIDENT'S WORDS

Excerpts from President Bush's speech, July 25th, 1992:

"This is a call to arms not just for American citizens and American government, for corporate leaders across America. The challenge is not simply to rebuild and reconstruct what was lost, but to build anew — a new city that will stand as a beacon[.]"

"As we move boldly toward the new millennium, let the rebuilding of Detroit show the strength and pride of Americans everywhere[.]"

"We must unite to support each other. In our common battle against evil, we are united — all heroes, all victims, all Americans."

"We must all remember those who gave so much, both those with superhuman abilities and those without, who sacrificed themselves, who fought side by side, shoulder to shoulder, against the forces of evil. This city will always be a memorial to their sacrifice. But it will be a living memorial. Life here will go on[.]"

THE TIME OF THE DESTROYER

Meanwhile, events outside Detroit that would change the city forever were brewing. Doctor Destroyer, the most famous and most powerful of the world's supervillains, had engaged in a running battle throughout the late 1980s with two of America's foremost hero teams, the Sentinels and the Justice Squadron. After a series of skirmishes and small contests between Destroyer and one or the other of the teams, their respective leaders, Tiger and Electron, decided the time had come to combine their forces and bring the Doctor to justice. They spoke to several other hero teams and received their promise of assistance.

When Destroyer began moving his artificial island, Destruga, toward Hawaii in October 1991, the heroes knew their time had come. With the assistance of the U.S. Navy and Air Force, a combined group of nearly two dozen of Earth's most powerful heroes besieged Destruga in the middle of the Pacific Ocean, some 200 miles from Hawaii. Although the island itself was wrecked, many of Destroyer's fiendish devices demolished, and hundreds of his followers captured, the nefarious Doctor once again escaped his pursuers. He retreated to a hidden laboratory beneath an abandoned factory on the Detroit waterfront, where he began to plot the destruction of the United States and his superhuman adversaries in one fell stroke.

His plan came to fruition in July 1992. On the 19th, Destroyer hired several mercenary supervillains and teams through various proxies. Their instructions: to commit seemingly unrelated acts of massive destruction simultaneously across the country. Destroyer planned to tie up the resources of the most well-known superteams and solo heroes as well as PRIMUS and the FBI. After stage one of the plan was underway, he activated his latest doomsday device: a massive tractor beam capable of drawing down asteroids and crashing them into North America, killing millions and causing untold environmental damage that would paralyze the nation and force the rest of the world to accept his leadership to rebuild.

On July 22nd, while most of America's heroes fought the sudden wave of villainous activity, the students at Ravenswood Academy near Detroit accidentally stumbled across Destroyer's hidden base. They alerted the major hero teams across the country. Before long, the Justice Squadron, the Sentinels, the California Patrol, and more than a dozen solo heroes had assembled at the Ravenswood facility outside of Detroit, and divided themselves into two teams: a space squad to destroy the oncoming asteroids; and a ground team to assault Destroyer in Detroit.

Overnight, the team in space succeeded in annihilating the main asteroid Destroyer had brought near, but only at the tragic cost of Vanguard's life. But the heroes were unable to stop

Destroyer from targeting and acquiring a second set of asteroids; the best they could do was give the ground team a precious additional few hours, so they returned to Earth to join what would eventually be known as the "Battle of Detroit," which began on the morning of the 23rd (which, in a tragic coincidence, was the 25th anniversary of the last time Detroit burned).

Meanwhile, Destroyer, having detected the ground team's approach, stymied their efforts to engage him directly by unleashing a veritable army of destruction. In addition to hordes of Destroid robots and well-armed soldiers, he had control of several powerful, destructive supervillains (including the awesomely powerful Grond and the terrifying ice-beast Glacier). To the heroes' even greater surprise, Destroyer set upon them the fearsome monster Mega-Terak, which he had somehow freed from captivity on Monster Island and hidden in Lake Erie. These three, backed by other supervillains such as Morningstar and Ogre, rampaged across the city, wreaking so much havoc that most of the heroes spent their time trying to evacuate the citizens. Much of Rivertown, the City Center, and downtown was destroyed during this part of the Battle, with Mega-Terak knocking down skyscrapers like they were tenpins.

Finally, a small team of heroes led by MeteorMan III, Tiger, and Vigil made their way to Destroyer's lab in Detroit's waterfront warehouse district. By the time they defeated Destroyer's bodyguards and guardian robots in a bloody and brutal battle, many other heroes had arrived to help end the Doctor's reign of evil. But strength of numbers did not prove as great an advantage as the heroes hoped; Destroyer was simply too powerful. His opening attack blew a hole through Tiger's chest as big as a man's hand, and before the heroes could regroup Goblin and Vigil were dead as well.

Slowly but surely, the heroes' assault began to wear Destroyer down. Half an hour later, battered and bleeding, his armor broken and failing, his hidden fortress in ruins, Destroyer refused the Sentinels' demand to surrender. "Not to the likes of you," he responded in a voice dripping with malice. "If Destroyer must fall, he will fall to his own hand, not to his enemies." As he bowed mockingly to his adversaries, Destroyer activated his last-ditch weapon: an orbital bombardment cannon.

The initial blast, a beam nearly as wide as a city block, touched down at the base, obliterating Destroyer himself (or so everyone thought) and the heroes Flechette II and Crusher. The beam worked its way northward, quickly destroying what was left of downtown before proceeding into Westside and Hamtramck. A series of massive explosions, touched off whenever the beam came into contact with a gas main, gas station, or other concentration of flammable substances, sparked conflagrations across the city. By the time Earth's heroes located and destroyed the orbital cannon, the beam had advanced deep into Northside.

Although the immediate threat was now over, many dangers remained. Fires raged throughout over half the city, and the wreckage and lack of

power hindered the efforts of rescue workers and firefighters. But thanks to the assistance of the assembled heroes, by mid-day on July 24 almost all the fires were under control. Long before then President George Bush had declared the entire city a disaster area.

The death toll, when it finally came in, was horrendous: 60,000 citizens of Detroit, including hundreds of police officers and firefighters. President Bush toured the area by helicopter, afterwards giving a now-famous speech while standing amid the rubble that was once Renaissance Center. He challenged the nation, especially American corporations, to help rebuild Detroit by the end of the millennium and make it a shining symbol of American ideals.

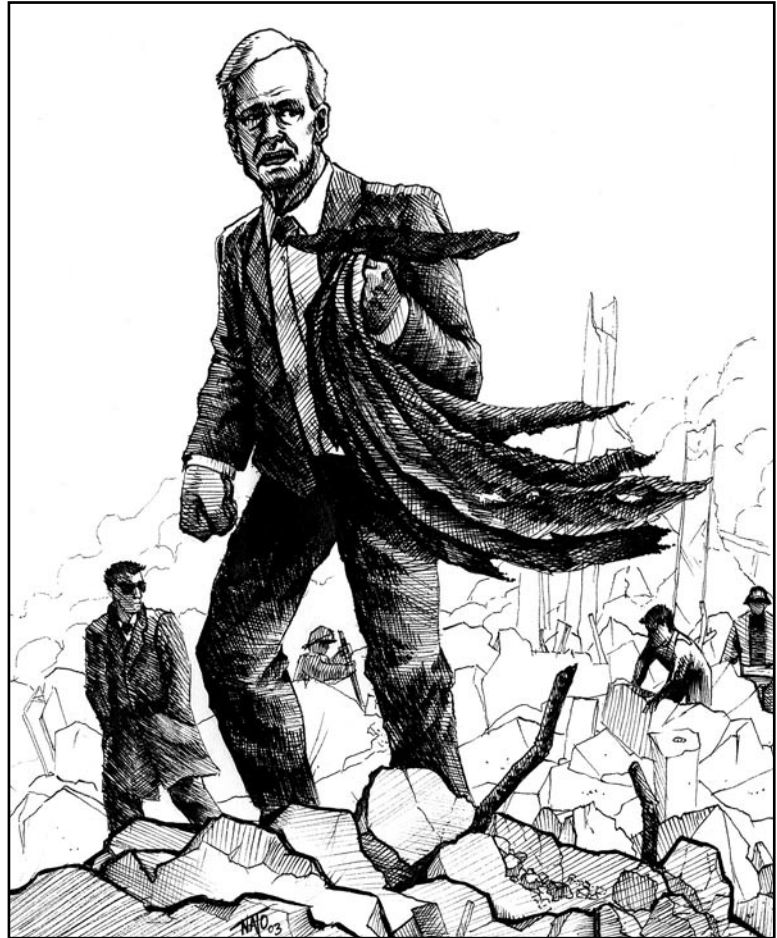
The Millennium Project

By August, the federal government and the heads of several of America's largest corporations had formed the Millennium Project, a program to rebuild the city of Detroit before the year 2001. In exchange for donations of their time, expertise, and technology, participating corporations and companies received massive tax breaks and waves of positive publicity. Patty Renton, formerly the superheroine Siren of the Fabulous Five and now part of UNTIL's Board of Directors, joined the Project's management team and began the process of soliciting materials and technology to create in Detroit a new high-tech infrastructure. The new Detroit would be, in the Project's vision, the "City of the Future," with the latest and greatest of everything.

The destruction of the city caused several cultural changes in America. Superheroes, who had been experiencing a period of public disfavor and mistrust, were once again the celebrities of the moment, especially if they participated in the battle and rescue efforts. Legislatures across the country strengthened anti-supervillain laws; use of superpowers or advanced technology to commit a crime automatically increased the severity of the punishment. Most importantly, public reaction to the news that UNTIL could have mitigated the damage but was not allowed into the United States in time caused the government's resistance to UNTIL to crumble. The United States signed the Tribunal Treaty in April of 1993, at long last allowing UNTIL to operate in the most supercrime-plagued nation on Earth. The nation's first UNTIL office was located in the burgeoning new metropolis of Millennium City; PRIMUS opened up its own offices there just a few weeks later. The two organizations held a joint press conference to promise cooperation in the furtherance of justice and security.

On the first anniversary of the Battle of Detroit, the government officially opened Memorial Park to the public. Featuring sculptures and statues by some of the world's most famous artists, the Park was deemed a fitting tribute to the many heroes who gave their lives in the defense of Detroit and her citizens. "Detroit Day" was declared a state holiday, to be celebrated in the city each year.

In 1994, Cambridge Biotech moved its Ameri-



can headquarters to Millennium City, making it one of the largest companies to do so. Its most famous employee, Dr. Silverback, moved with it and established residence. Silverback, a superhumanly intelligent gorilla scientist and part-time superhero, rapidly became a symbol of the city's rebirth. He appeared frequently on television as a representative of the Millennium Project, which he worked on with his friend Renton.

Slowly, people began to return to the city as skyscrapers, housing, and parks arose from the rubble. Corporations, many taking offices in the new Renaissance Center, provided employment and a sense of purpose. And superheroes such as Nightwind began appearing as well, in some ways defining Millennium City as a modern-day metropolis.

In 1999, Mayor Biselle officially declared the Millennium Project complete and a success, even though a great deal of construction still remains to be done even in 2003. In an emotional ceremony in Memorial Park, Biselle signed documents officially changing the name of Detroit to Millennium City.

In 2001, Defender moved to Millennium City from New York, publicly declaring his intention to form a new superteam called the Champions and recruiting members. In battles against the likes of Firewing and Mechanon, the young group showed its mettle and won the hearts of the locals. But in September of 2002, a dark cloud appeared on the horizon: Dr. Destroyer revealed to the world that he was still alive, and had plans for the city that had been born in his absence.



THE LAY OF THE LAND

Greater Millennium City

Sitting between the beautiful forests of central Michigan and the Great Lakes, Millennium City occupies some of the choicest

real estate in the nation. This chapter looks at the city and its surroundings from viewpoints both geographic and political.

GEOGRAPHY



Many factors influence the geography and climate of Millennium City and its environs, including several large bodies of water, extensive forests, and its northerly latitude.

The Great Lakes

Millennium City stands along the northwest shore of the Detroit River, a short, deep, swift waterway connecting Lake Erie to Lake St. Clair; it forms the border between the United States and Canada. The Great Lakes as a group are the most unique and interesting features of the surrounding land, have the most effect on Millennium City from a climatic standpoint, and eventually will come into play in any campaign set here.

The Great Lakes as a group contain 15% of the world's fresh water, and almost 95% of that of the United States. Carved by glaciers during the last ice age (ten to seventy thousand years ago), they left behind deposits of minerals and fertile soil which give the greater Michigan area thriving farmland and successful mining areas close together.

The closest Great Lake to Millennium City, Lake Erie, is about fifteen miles south along the Detroit River. It covers approximately 9,900 square miles, with an average depth of 19 meters (62 feet, 9.5"), making it the shallowest Great Lake — and thus vulnerable to pollution, which caused a massive fish die-off in the 1970s. Strict clean water laws and pollution controls have cleaned the lake up and revived fish stocks, but they have not returned to their previous levels. A lot of toxic materials remain in the lake bed; bottom-dwelling fish such as flounder remain unsafe to eat.

Lake Erie contains about 116 cubic miles of water. That much water never really gets warm enough for comfortable swimming except on the hottest days of summer, but some natives regularly brave the cold.

LAKE ST. CLAIR

Although not considered one of the Great Lakes, Lake St. Clair connects two of them (Huron and Erie) and forms a large part of Millennium City's waterline. A shallow lake, averaging only three meters depth and with a maximum depth of 6.4 meters (21 feet, 3.2"), it requires periodic dredging so large ships don't run aground. Twenty-six miles long by twenty-four miles broad, it has an extensive delta and wetlands system, but only about one percent of the volume of Lake Erie.

Seasons

The climate in the Greater Millennium City area varies dramatically through the year. Spring typically comes in April, and is generally pleasant, though sometimes quite short. Apple and cherry trees bloom, and sap runs in the maple trees. The hot, humid summer arrives in June or July. Autumns bring stunning foliage color, October harvests of pumpkins, and crisp apple cider. Traditionally a week of "Indian Summer" and unseasonably warm weather occurs in November. But by mid-December winter has the land fully in its grasp, with bitter, icy winds and snow that lasts until the March thaw. Snowfall in Millennium City varies widely, from a only a few inches all year to the current record of nine feet in the winter of 1995-96.

The typical wintertime storm track is south of the city; passing storms bring either snow or rain depending on the temperature. In the summer storms mostly pass to the north of the city, often bringing brief but intense showers and occasionally heavy thunderstorms or damaging winds. The last tornado in Millennium City was in 1997, but fortunately for all the weather-witch Tempest was in the area and blunted the effect by partially disrupting the funnel cloud before it caused much property damage.

As a general rule the Great Lakes smooth out most climatic extremes before they reach the city limits. On warm days in the spring and summer the lake effect cools the shoreline of Millennium City 10-15° Fahrenheit as compared to the inland side.

MILLENNIUM CITY TEMPERATURES

Month	Average Temperature
January	15-30° F
February	15-30° F
March	30-40° F
April	35-55° F
May	45-70° F
June	55-75° F
July	65-80° F
August	65-85° F
September	55-70° F
October	45-65° F
November	35-50° F
December	25-35° F

SHIPWRECKS

No place on Earth has such an intense concentration of shipwrecks available for exploration as the Great Lakes. The deep and cold waters of the Great Lakes, particularly Superior, Michigan, and Huron, hold the remains of thousands of sunken vessels, ranging from seventeenth-century schooners to modern freighters. The staterooms and cargoes of these vessels, frequently well-preserved, offer some of the most spectacular diving experiences in the United States. The area has dozens of full-service dive shops, many of which offer courses in wreck-diving.

State and federal law makes all of these shipwrecks Historical Preserves, so divers may not remove any artifacts from one. Aquatic heroes in the Great Lakes area might spend a fair amount of time enforcing this law.



Elevation

Millennium City sits at an average of 585 feet above sea level. The adjoining waterway, which consists of the Detroit and St. Clair rivers, Lake St. Clair, and the western end of Lake Erie, lies at an average elevation of between 568 and 580 feet. Flat land slopes gently up northwestward from the water's edge, eventually giving way to rolling terrain. The highest points in the immediate area are in the Irish Hills about 35 miles northwest of the city, with tops about 1,250 feet above sea level.

Geology

The southern peninsula of Michigan is well known for its prodigious deposits of iron and copper, which led to the creation of dozens of small mining towns beginning in the mid-nineteenth century. As noted above, most of the rich soil of the area around Millennium City was deposited by glaciers; it's loose and clayey dirt. The bedrock of the area is quite shallow and mostly consists of sandstone and shale.

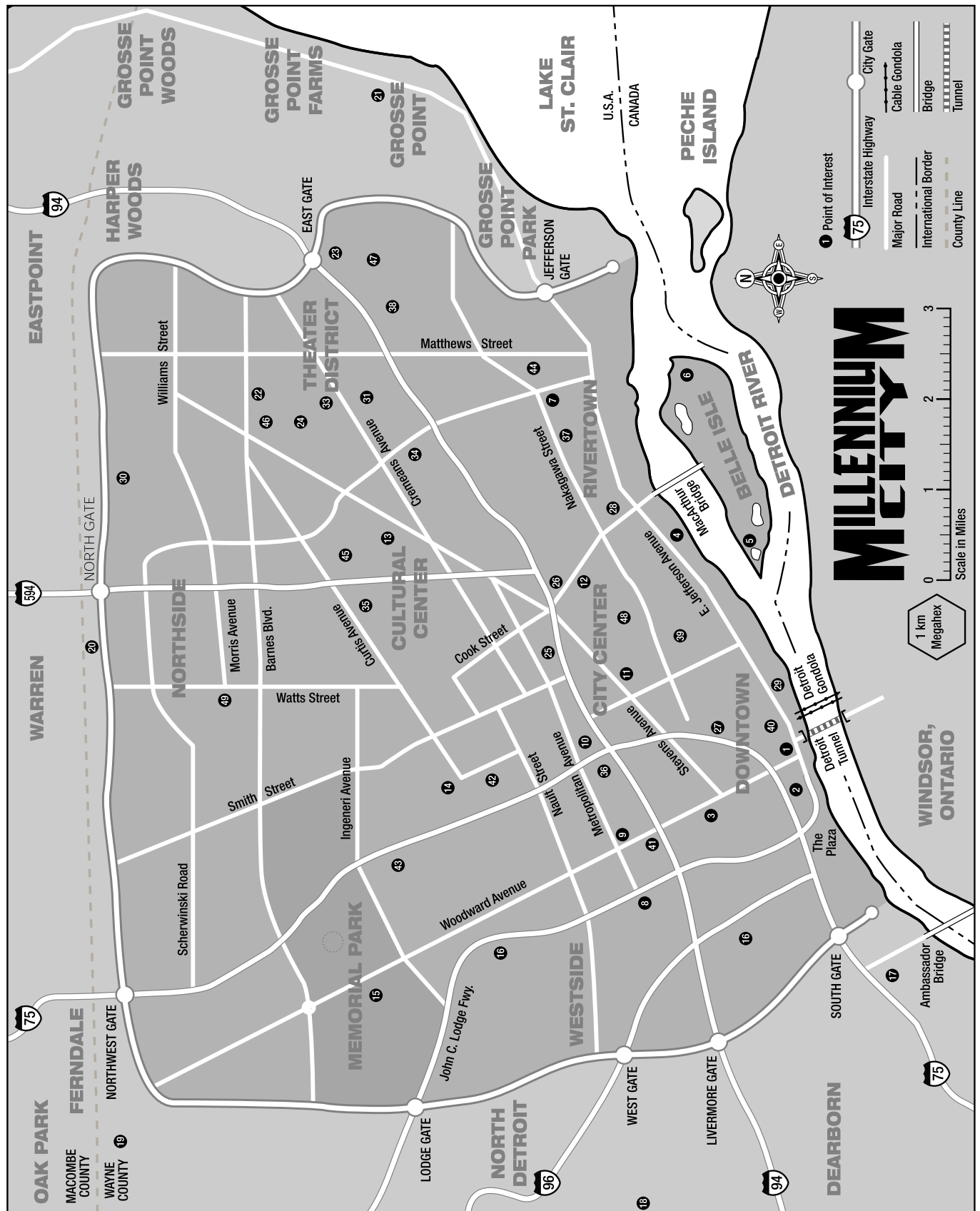
Local Flora And Fauna

Michigan is home to thousands of native plant species, including over 1,700 kinds of wildflowers,

which create vivid blazes of color across the countryside each spring. While Millennium City itself is thoroughly urbanized, with a few carefully maintained parks and gardens, one only has to travel a few miles northwest to enjoy thick forests and commercial groves and orchards. The most common trees in southern Michigan are red and white pines, oaks, maples, and birch trees.

Many wild animals live in the local forests despite the ongoing pressure of urbanization. Even in areas near the city one can find deer as well as small mammals like squirrels, rabbits, and raccoons who have adapted well to life in the suburbs. They feed from neighborhood gardens and garbage cans. Farther north, as the woods get thicker and human habitation sparser, the woods house black bears, moose, and elk, as well as beavers, foxes, wolves, and bobcats.

The area also has plentiful wildlife in and around its waters. The lakes of Michigan ring with the calls of loons and quail, while wild turkeys and ringed-neck pheasants make their nests in the deep woods. Dozens of different species of geese and ducks make large migrations through Michigan from March to May and again from September to November. The many small lakes contain hundreds of kinds of freshwater fish, from darters and gobies up to longnose gar, smallmouth bass, and steelhead trout.



MILLENNIUM CITY MAP KEY

- | | | | | |
|-----------------------|---|--------------------------------|----------------------------------|------------------------------|
| 1. Renaissance Center | 8. Cambridge Biotechnologies headquarters | 15. Memorial Park | 24. Gold Nugget Casino | 32. Hansberry Theater |
| 2. Horizon Casino | 9. Homestead (Champions headquarters) | 16. Magic Lantern Bookshop | 25. MCPD Headquarters | 33. Adair Theater |
| 3. Mind, Inc. offices | 10. Barlowe Hotel | 17. Leo's Bar | 26. Wayne County Office Building | 34. MC Museum Of Modern Art |
| 4. Pharos Building | 11. City Hall | 18. The Grove | 27. PRIMUS Headquarters | 35. MC Museum Of Antiquities |
| 5. MC Yacht Club | 12. Young House | 19. MC Zoo | 28. DOSPA Offices | 36. Blackburn Gallery |
| 6. MC Science Center | 13. MC Opera House | 20. Michigan State Fairgrounds | 29. DEA Headquarters | 37. Gallery Hollander |
| 7. MC Sports Complex | 14. Mercy Hospital | 21. Harmon Estate | 30. MC Golf Club | 38. MC Institute Of The Arts |
| | | 22. MC University | 31. Imperial Playhouse | 39. Scarab Club |
| | | 23. Promised Land Casino | | |

NEIGHBORHOODS AND DISTRICTS



MILLENNIUM CITY VITAL STATISTICS (2003)

Population: 3.88 million (SMSA), 1.2 million (urban center)

Race: 44% White, 41% Black, 10% Asian, 5% Other

Religion: 44% Protestant, 40% Catholic, 9% Jewish, 7% Other

Major Industries: Heavy industry, light manufacturing, technology, pharmaceuticals, steel

Nickname: The City of the Future

City Government: Mayor, nine-seat City Council

Mayor: Calvin Biselle

Like most major urban centers, Millennium City consists of numerous districts and neighborhoods, each with its own distinctive features and “character.” Some of the more prominent or important ones are described below.

THE CITY PROPER

Bounded by the famed Millennium Highway, the central parts of Millennium City experienced the greatest devastation during the Battle of Detroit, and are thus the most rebuilt and most advanced section of greater Millennium City. Everywhere one looks, new buildings gleam in the sunlight... and occasionally, if one glances up at the right moment, a superhero flies through the sky, perhaps on a life-saving mission, perhaps simply patrolling.

Downtown

The heart of the city’s business and financial community, Downtown contains glittering high-rise office buildings, most connected to others by numerous elevated walkways. During the working day, the streets and walkways bustle with activity; at night things calm down a bit, but a few trendy clubs continue to attract people into the wee hours.

RENAISSANCE CENTER

Known to locals simply as “RenCen,” Renaissance Center is a collection of glass and steel skyscrapers on the shore of the Detroit River, easily the most eye-catching collection of buildings on Millennium City’s skyline. Over two dozen of the city’s largest corporations have their headquarters here, either in one of the seven large towers or the office complexes surrounding them. The designers interspersed several parks and public spaces throughout the complex, creating a pleasant combination of green copses and modern architecture. Here workers can relax on numerous long wooden benches, contemplating public art or relaxing near one of the many fountains.

The original Renaissance Center was built in the late 1970s during the earlier and less-successful efforts to use corporate strength to revive the dying inner city of Detroit. The Battle of Detroit utterly destroyed these buildings, but the owners rebuilt them largely in the same style as part of the core of Millennium City. People refer to the seven main skyscrapers by number — “Three Renaissance Center,” for example — followed by floor and suite numbers. See the accompanying sidebar for a brief list of major occupants.

THE PLAZA

Named for an old hotel, this neighborhood is a collection of smaller businesses and residential apartment blocks dotted with small parks and hotels that spreads like a fan from the RenCen. The northern end of the Plaza, underneath the Expressway overpasses, is one of Millennium City’s few “sketchy” neighborhoods. It has several downscale bars favored by the construction workers always working somewhere in the area, and a few small warehouses occasionally rented out by young tech workers for late-night rave parties.

THE DETROIT RIVER TUNNEL

Opened in 1930, the Detroit River Tunnel is an engineering wonder, the only underwater international border crossing in the world. Connecting the United States’ Interstate Highway system (through a complex, often bewildering series of off-ramps that locals good-humoredly refer to as “The Maze”) with Ontario’s Highway 401, the Tunnel is the second busiest crossing between the U.S. and Canada.

On the Millennium City side, an enormous toll and inspection plaza maintained by the federal government’s Immigration and Customs departments protects the Tunnel entrance. Drivers pull up to stations at the plaza and pay their tolls. Officers randomly pull a small number of cars out of line for more serious inspections. The system works fairly quickly — over 30,000 cars use the Tunnel every day. As of late 2002, the toll to cross from Millennium City to Windsor is \$2.75, or \$4 Canadian (buses and trucks, where permitted at all, must pay somewhat more), and the return trip is \$2.50 (\$3.50 Canadian.) (That’s correct, it costs more to leave Millennium City than to come back.)

The city sells packs of 20 tokens for regular commuters in shops across Millennium City. Pedestrians, bicycles, and motorcycles cannot use the Tunnel. A regular bus, jointly operated by both cities, runs every twenty minutes with a loop of stops downtown on either end. Canadian citizens can carry a “CanPass,” a special card issued by the government, that allows the holder to clear customs and immigration more quickly. Holders must have no criminal record and pass a moderately thorough background check. As of yet, the U.S. has no equivalent.

The Tunnel itself is 1,573 meters long (5,160 feet, or 786.5”), with a clearance of 4 meters (2”). The narrow (6.7 m, or 22 feet [3.5”]) roadway allows only one lane of traffic in each direction. The maximum depth of the roadway beneath the river is 22 meters (75 feet, or 11”), and the mud of the river bottom itself is between 1 and 6 meters deep.

(3-20 feet, or .5-3").

One of the biggest concerns with an underwater passage like this is ventilation. The Tunnel has a sophisticated ventilation system; the air inside the Tunnel is actually cleaner than outside air. Ventilation towers 30 meters high (100 feet, or 15") and 15 meters by 27 meters at the base (50 x 90 feet, or 8" x 14") stand at either end, each home to twelve 4-meter diameter fans designed to remove the automobile exhaust fumes and continuously pump fresh air through the Tunnel.

Drivers entering Millennium City through the Tunnel must have chipped cars, or are required to get one at the rental agencies near the Tunnel.

DETROIT RIVER GONDOLA SYSTEM

On either bank of the Detroit River, at Renaissance Center on the Millennium City side and the Windsor Casino on the Canadian side, stand enormous metal towers over 30 stories tall. These are the connecting points of the Gondola system, which strings cables 1,219 meters (4,000 feet, or 609.5") long across the river. Over the length of the run the cars are between 52 and 91 meters (170-300 feet; 26" to 45.5") above the river. There are sixty cars suspended from the lines at any one time, each seating eight and making the journey in four and a half minutes. There are 91 meters (300 feet, or 45.5") between cars, and one arrives at the station approximately every fifteen seconds, somewhat in the manner of a ski lift. They're a little tricky to board, since the engineers have never quite eliminated the initial lurch of the car re-connecting to the cables, and more than one handicapped or elderly passenger has fallen when he didn't get seated quickly enough. Nevertheless, the Gondolas remain popular due to the spectacular views of both cities and the river the short trip affords.

The gondola trip costs \$4.50 per passenger. Each tower includes small Customs and Immigration offices.

THE BATTLE OF DETROIT MUSEUM

The Millennium City Parks Department has converted Dr. Destroyer's laboratory, where he built his "Asteroid Collector" and fought what appeared at the time to be his final battle, into a museum. Visitors pay \$5 (with discounts for seniors and students) to take an elevator down from street level and tour the preserved four-room bunker, with wax statues of Destroyer and several of the heroes who confronted him, as well as nonfunctioning replicas of the various devices in his labs. It's one of the city's most popular tourist destinations, though also one of the most somber.

Memorial Park

The primarily residential neighborhood around Memorial Park has numerous expensive and exclusive apartment complexes and a few free-standing red brick townhouses to the north, and on the south side smaller apartment complexes for the City's middle-class workers and students. The park itself was designed as the "lungs" of the city proper,

and city workers expend a great deal of time and effort keeping the plants and trees healthy. Eight city blocks wide and thirty-one long, the park features several playgrounds and athletic complexes, a handful of small artificial ponds, and miles of "jog/walk" paths.

However, the most significant feature of the park is the Memorial Grove, located in the very center. There visitors can wander among over three hundred assorted statues and monuments related to the Battle of Detroit, most dedicated to the honored dead. Statues abound for the police, fire, and rescue workers who lost their lives that day, and others sponsored by various civic groups remember some of the approximately sixty thousand innocent citizens who died. The single largest memorial, a stark black obelisk in the center, has a grey plaque set into the surrounding stone walkway that details the story of the battle. Next to that is a large fountain with a plaque listing the superheroes who died fighting Dr. Destroyer. Many of them also have individual statues or memorials elsewhere in the park; among the most frequently visited are those of Shadowboxer, Tiger, and Vigil. Visiting the park for the first time is a sobering experience for most, and even a decade later it's common to see tourists crying quietly in front of one statue or another.

At first the Grove was intended solely for the victims of the Battle of Detroit, but over the last few years a smaller section of the Grove to the west has had additional memorials built for other superhumans, beginning with Detroit's own heroes Mr. X and the Scarlet Shield. Recently the city placed a memorial for Skydragon, a French hero killed by Dark Seraph in Paris in late 2000. It seems this trend of statues or memorials for non-local supers, at least in this part of the Grove, will continue.

Outside the Grove itself are several other peripheral parks and fields, many containing murals or statues commemorating the history of Detroit. These include reproductions of some of the most famous pieces of public art destroyed in the Battle, such as the hanging sculpture of Joe Louis's fist and the "Spirit of Detroit," a sixteen-foot tall sculpture of a man holding a gilt sphere with emanating rays in his left hand and a small family in his right.

Hamtramck

Once an entire "city within a city," Hamtramck (pronounced ham-TRAM-ick) has become just a neighborhood within the new Millennium City. Nevertheless, some longtime residents still cling to their independence. Hamtramck was once an almost-exclusively Polish suburb of Detroit — Poles and other Eastern Europeans emigrated there in the automobile factory expansion wave of 1910-1925. As Detroit expanded during the 1920s, it surrounded Hamtramck on all sides and continued north, leaving the town intact and stubbornly hanging on to its own mayor, police force, and civic pride. It wasn't until the governmental reorganizations following the Battle of Detroit that the city government voted to disband and join the newly

RENAISSANCE CENTER

One Renaissance Center (50 floors): General Motors Corporate Headquarters.

Two Renaissance Center (45 floors): Corporate headquarters for Drake-Victoria, Kenwell Corporation, and several smaller corporations.

Three Renaissance Center (45 floors): The Martin Hotel Renaissance Center, the largest hotel in Millennium City, takes up most of this building. Featuring 650 luxurious rooms and 100 meeting rooms, the MHRC caters almost entirely to business travelers, offering every amenity and convenience.

Four Renaissance Center (50 floors): Corporate headquarters for Harmon Industries, Whitcomb Inc., Future-Scope, and Skyvox.

Five Renaissance Center (45 floors): Corporate headquarters for Adair Publishing and Media, local offices for Kendrick & Company, American Business Machines, and Binary Corporation, among many other smaller companies. This building also includes Millennium City's "Planet Hollywood" theme restaurant.

Six Renaissance Center (40 floors): Local offices for Ironwood Industries and Fordham Chemtech, plus offices for many smaller companies, including several law firms and investment brokers.

Seven Renaissance Center (40 floors): Corporate headquarters for National Union Bank.

forming Millennium City, despite the protests of a vocal minority.

Today, Hamtramck is mostly a “bedroom community” for people who work elsewhere in the city; it has a certain subdued charm many young professionals find appealing. Though as a percentage Poles are no longer a majority, the neighborhood still contains several Polish bakeries and restaurants, many of them rebuilt after the fires of 1992 (which struck this area particularly hard because of the preponderance of old wooden buildings). The area was unfortunately hit hard again in the summer of 1997 when a battle between Mechanon and PRIMUS agents caused severe damage to a row of apartments and killed 24 bystanders.

Rivertown

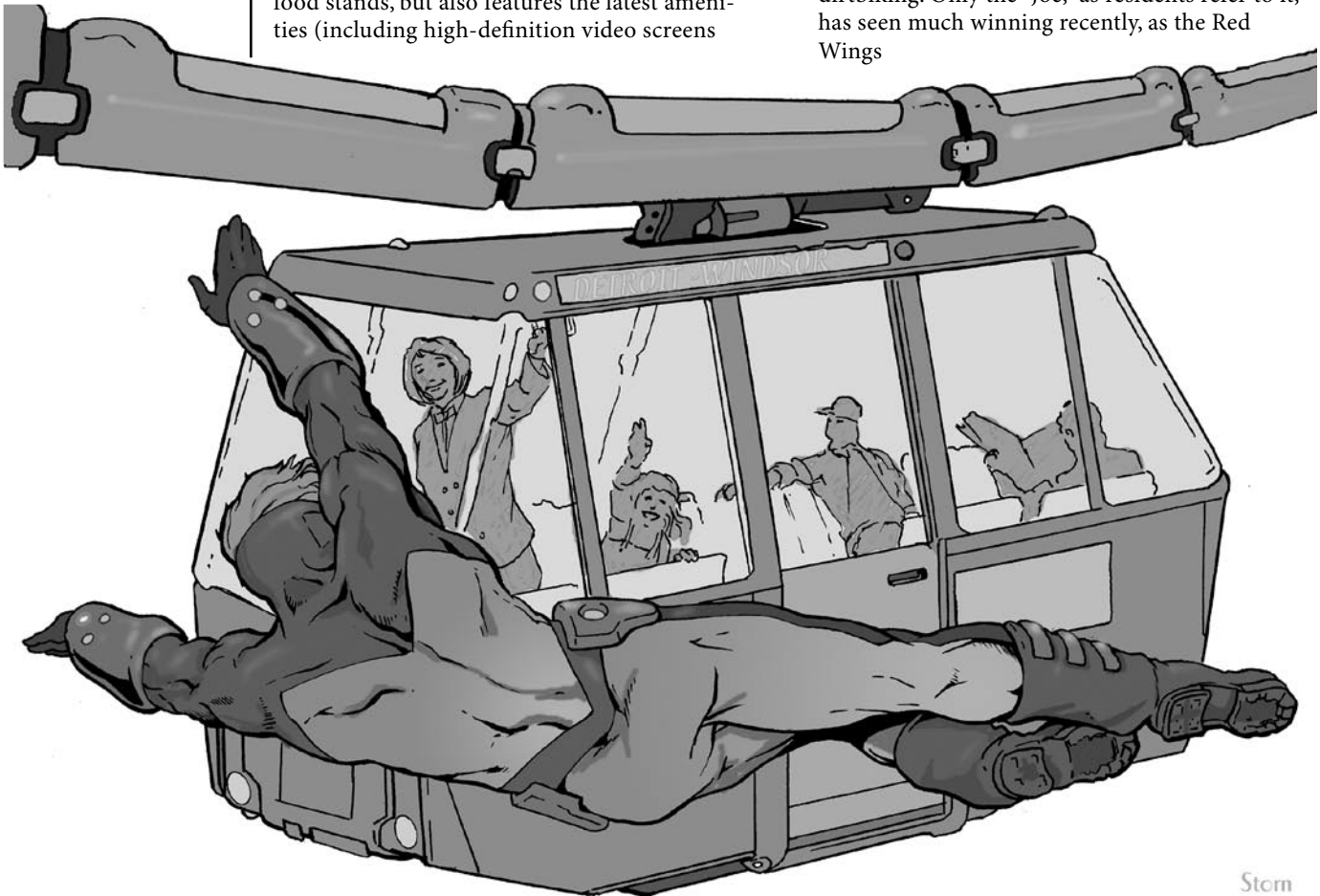
A neighborhood just east of downtown along the shore of the Detroit River, Rivertown has undergone some of the most dramatic changes in the city. Now the home of the Millennium City Sports Complex, it's become one of the city's major entertainment destinations, as well as one of the more fashionable addresses.

The jewel at the center of the revived sector is the Sports Complex, an enormous park with four major structures for sports and other entertainment. New Tiger Stadium, the home of the storied baseball franchise, has a “retro” feel like old-time parks, with a promenade behind the right field bleachers and old-fashioned-looking food stands, but also features the latest amenities (including high-definition video screens

displaying the action to patrons in line for frosty beverages). The park seats 52,105 and includes 108 luxury suites, sold primarily to the major local corporations and used for business “meetings” and entertaining out-of-town guests. The park itself has a short right-field fence over eighteen feet high, but the deep centerfield fence and extensive foul territory cause most players and fans to regard it as a pitcher's park. Since it opened in 1994, unfortunately, the Millennium City Tigers haven't been any more successful than they were before the disaster, finishing the 2002 season dead last in the American League's Central Division.

Next door to Tiger Stadium is New Lions Field, the home of Millennium City's professional football team. This massive stadium features a fully-retractable dome, over 65,000 seats (including 120 luxury boxes), and the largest TV/video screen in professional sports, over 120 feet wide. Finally opened in 2002 after a couple of years' delay due to cost overruns, the new park is as impressive as promised, though the Lions themselves remain mediocre.

The third building in the Complex is the New Joe Louis Arena, named after the boxing legend (as was an earlier arena that formerly stood on the other side of the Renaissance Center). Home of the Red Wings of the National Hockey League each winter, it also serves as a regular venue for boxing and concerts or other events, such as large conventions or “extreme sports” competitions like dirtbiking. Only the “Joe,” as residents refer to it, has seen much winning recently, as the Red Wings



brought the Stanley Cup to Millennium City in 2002.

Next door to the “Joe” and across the plaza from the two open-air facilities is the fourth building, the New Millennium City Palace. This smaller arena is home to the Pistons (NBA), Shock (WNBA), Vipers (IHL), and other shows and concerts that require a smaller and more intimate facility.

A collection of bars, restaurants and movie theaters rings the Sports Complex, providing plenty of pre- and post-game entertainment to fans. On the far side from Downtown is the residential part of River-town, a series of long rows of fashionable townhouses built along the shore of the river, with some lovely views and high rents. Nevertheless, many parts of the waterfront remain industrialized and less safe than the rest of the neighborhood.

Northside

Bounded by the Millennium Highway (*a.k.a.* “the Loop,” formerly known as 8-Mile Road), the neighborhood called Northside is the primary entrance point to the city from the suburbs to the north. A heavily residential area, Northside prides itself on being quiet and comfortable. It consists primarily of single-residence apartments, lofts, and storefronts, with lots of corner stores and small businesses like beauty salons and clothing boutiques (Morris Avenue features some of the city’s most fashionable shops). The area also features small restaurants of various ethnicities, and is the home of the Millennium City Golf Club, which has already become world-famous and hosts a major tournament every May.

Cultural Center

Cultural Center is a “planned community,” an area artificially carved out by the city’s re-designers to honor the various ethnic groups in Millennium City’s population. The centerpiece of the neighborhood is a stretch of Foster Boulevard where several different “Cultural Centers” stand, each a community house providing outreach to recent immigrants and organizing “community pride” activities. Within an eight block area one can find centers run by and for citizens of Chinese, Japanese, Polish, Greek, Arab, Ukrainian, Indian, and several different Amerind tribes. Immigrants from these groups tend to settle in this area as well, creating various “Chinatowns” devoted to specific ethnicities.

This area also includes other cultural attractions: the Millennium City Symphony and Opera House, and several high-quality museums. It has a couple blocks of midsize office buildings for corporations that couldn’t get (or afford) space at the Renaissance Center.

Westside

Located, appropriately enough, on the western side of Millennium City, Westside is a mixture of residential neighborhoods, commercial dis-

tricts, and light industry. Professionals who work downtown live in parts of it, including the historic Boston-Edison neighborhood where Henry Ford built his first company headquarters and his personal mansion (both long since destroyed). Other sections are less expensive, more middle-class; and a few are even a bit “run down” (for Millennium City, that is).

Belle Isle

Belle Isle is a small island, approximately three miles long and three-quarters of a mile across, in the middle of the Detroit River between Millennium City and Windsor. Thanks to its location, it largely avoided the massive destruction of the Battle of Detroit, and what was damaged was rebuilt in the same style.

Easily accessible by bridge from either city, Belle Isle has numerous visitors every day. Half of the island is open park and public beaches, popular with families and young professionals looking for a brief getaway from the pressures of the city. They can relax by large cascading fountains and statuary sculpted in an oddly Gothic style, heavy on gargoyles and cherubs. The other half contains the Millennium City Science Center, Planetarium, and Aquarium, as well as a carefully-maintained deer run and woods. For more information, see page 77.

Theater District

The Theater District is home to Millennium City’s three major Broadway-style playhouses — the Imperial, the Hansberry, and the Adair — as well as several smaller independent theaters. These theaters mostly show touring productions of Broadway plays, though the Adair sometimes mounts brand-new productions by major playwrights *before* the show moves to Broadway.

The District also includes Millennium City’s other two casinos, and several blocks of low-income housing for students and workers. This neighborhood is one of the few parts of Millennium City considered a bit unsafe — a somewhat unfair reputation, since even these streets remain significantly safer than most of Detroit was a decade ago. Pickpockets sometimes work the crowds exiting the theaters late at night, and even the concerted efforts of the city founders and the police haven’t eliminated muggers and burglars entirely.

City Center

The cluster of government buildings in the shadow of the giant dome of City Hall is known as City Center. It contains the offices of the various government agencies that keep Millennium City running. City Hall itself, a gigantic concrete building eight stories tall, fills two complete city blocks! A spectacular dome with statues of angels and lions tops it, towering over 200 feet high. The main hall regularly shows art exhibits featuring local artists,

MICROMAN

Daniel Collins, better known throughout the 1960s as Microman, one of the founding members of the world-famous Sentinels of New York City, lives in Dearborn. Collins, who for a while was married to Marion (Dr. Phantom) Maven but divorced her in 1984, retired from costumed adventuring in 1987 after a super-heroic career spanning a quarter of a century. He revealed his secret identity on Ray (Streak II) Briggs's late-night talk show and reopened Collins Labs, the small radiology company he'd originally run in the late 1950s before developing the Shrinking Ray he used as a hero. Unfortunately, for some reason the Shrinking Ray only ever worked on Collins himself, and he never duplicated that success. The company struggled after its early splash, and in 1993 Collins chose to take advantage of the federal tax breaks he could gain by moving his company to Millennium City.

Collins has generally shunned the public spotlight, and despite his historic connection to the world-famous Sentinels is largely a forgotten figure of the Silver Age. Now in his early sixties, he might offer his assistance to superheroes facing a scientific mystery, and then irritate them with comparisons to how he and his teammates would have handled any given situation. Despite his occasional backseat driving, Collins remains a brave and resourceful hero and might prove an invaluable ally.

and the massive lobby has been used in several movies. On sunny summer days, city workers often sit on the steps and have their lunches *al fresco*.

The other major building of note in City Center is the Young House, the Mayor's mansion. Named after Coleman Young, who was Mayor of Detroit in 1992 and oversaw the beginning of construction on Millennium City, the building has three floors, with the ground floor devoted to offices, the historical library collection of city documents, the ballroom, and the dining room. The second floor is for guests, with four spacious bedrooms and an art gallery, and the third floor contains the residence of the Mayor and his family, as well as permanent staff rooms in the back.

The Waterfront

The Millennium City area has an extensive waterfront. Up around Grosse Pointe and eastern Rivertown, the lake's edge features plenty of private docks or other small lakeside facilities, but by the time one gets to the heart of Rivertown, large industrial piers and warehouses take up most of the space. The Pharos Building (page 89) dominates the waterfront architecturally; most other buildings along it are squat, ugly things not worth noticing.

The waterfront is one of the rougher, less secure parts of Millennium City. Full of industrial buildings, warehouses, and cheap bars, it's not a place where the average Lennie wants to spend any time, particularly after dark.

THE SUBURBS

Numerous suburbs surround the "inner core" of Millennium City. They range from townships the size of small cities to tiny bedroom communities inhabited by people who work in Millennium City itself. Although Millennium City proper strongly influences all of them both economically and culturally, each has its own unique attractions and identity.

Dearborn

Dearborn, the largest of Millennium City's suburbs, is a city unto itself, even larger now that it's absorbed the portion of old Detroit southwest of the Ambassador Bridge and Livernois Avenue. Long known as the town Henry Ford built and still the home of the Ford Motor Company's national headquarters, Dearborn is a city devoted to the Cult of the Automobile. The vast majority of the city's population of over 100,000 works for Ford in some way, directly or indirectly.

Visitors flock to the Henry Ford Museum and Greenfield Village, an amazing collection of auto memorabilia and other Americana, including the "Golden Arch" of the first McDonald's Restaurant, the Automotive Hall of Fame, and an enormous IMAX movie theater. Next door,

the Greenfield Village features replicas and reconstructions of the laboratories of some of America's greatest inventors, from Edison's lab at Menlo Park, to the Wright Brothers' workshop, to a recreation of Michael Maven's wartime lab in Haynesville. Not far down the road is the Ford Wyoming Drive-In, the largest drive-in movie theater in the Midwest.

Dearborn does have a few things to recommend it besides cars. The population has a significant minority of Arabs, especially in the famous Dix neighborhood in the east, where 90% of the population speaks Arabic and the street signs are in both Arabic and English. The area's Arabic restaurants have a well-deserved reputation for quality. Also, a sizable percentage of the graveyards in the greater Millennium City area are in Dearborn, including the Holy Cross and Woodmere Cemeteries. The suburban sections of north Dearborn, home to most of Ford's highest-level executives, contain several excellent golf courses.

North Detroit

North Detroit is the new name of the northwest corner of Detroit that the new boundaries of Millennium City cut off. Formed into its own township and partnered with the neighboring township of Redford, the area has unfortunately become the low-income "little brother" of the successful and wealthy new city. Lacking a strong enough tax base of its own to provide quality public services, the city relies on subsidies from Millennium City and Wayne County to survive, a responsibility the current governments of both entities occasionally chafe over.

Critics accuse Millennium City of using North Detroit as a dump, both for garbage and toxic wastes buried in its landfills, and for the less-educated, poorer workers and welfare recipients who can only find housing in the most rundown of its neighborhoods. Millennium City, in return, blames North Detroit for most of its own problems, from the proliferation of liquor stores and adult nightclubs to excessive lenience in prosecuting "nuisance crimes" like loitering and vandalism. "What to do about North Detroit" is a common topic of debate in Millennium City's political circles, and it's become an issue of increasing importance in every local election. See page 88 for more on the tougher neighborhoods of North Detroit.

Grosse Pointe And The East Side

Lying to the east of Millennium City along the shores of the Detroit River and Lake St. Clair are several small, wealthy communities ranging from upper middle class to the outright super-wealthy. In order from west to east, they are Gross Pointe Park, Gross Pointe, Grosse Pointe Farms, Gross Pointe Shores, and Grosse Pointe Woods. The differences between these communities are

minimal; some just have even more expensive houses with even bigger lawns. Many of the subdivisions are gated, with their own private security patrols; people who seem out of place may find themselves watched, and perhaps even stopped and questioned.

Here and there throughout the Grosse Pointe region, the well-manicured subdivisions give way to small, upscale commercial districts. In addition to some elegant (and expensive!) restaurants, they include boutique shops, antique stores, and even one or two luxury car dealerships.

Other Suburbs

Most of the rest of the suburbs around Millennium City are fairly bland collections of strip malls and bedroom communities of a solidly conservative, middle-class stripe. Southfield has several large malls and shopping centers that attract thousands of shoppers every day, and Troy has a small business community and plentiful warehouse space that companies based in Millennium City find valuable.

To the north and west of Millennium City and its immediate suburbs lies a string of lakes and forests, several small farms, and some large apple orchards that give the area its name — Orchardville. It's also the home of Ravenswood Academy, an exclusive private school attended by the children of many of Millennium City's wealthiest families.

WINDSOR

Millennium City's sister across the river, Windsor is a medium-sized city of approximately 280,000 people. Compared to the fast-paced and young atmosphere of Millennium City, Windsor projects an image of relative peace and quiet; it's well-loved by its residents for its extensive beaches and parks. There's a solid manufacturing base in Windsor as well, with factories processing steel and industrial chemicals.

Windsor has its own casino, open since 1993, that competes directly with the three across the river. A notorious stretch of Ouelette Street running south past the casino, known as "Party Alley," houses a number of nightclubs. Since Ontario's legal drinking age is 19, many young adults travel across the river each night to imbibe legally.

THE CURSE OF PECHE ISLAND

About two kilometers east of Belle Isle in the Detroit River is a small island belonging to Canada known as Pêche Island (*peche* being French for "fish" — when the earliest explorers came to the area, natives used the island as a fishing station). Despite its convenient location and physical beauty, the island remains undeveloped and uninhabited. Locals cite the Curse of Rosalie Laforet.

When Canada drew up the original treaties with the local Indian tribes (primarily the Ottawa

and Huron) in 1790, they officially left the island in the hands of the natives so they could continue to use it as a base for fishing in Lake St. Clair. However, locals either didn't know or care that the island was theirs alone, and the Laforet family put in a claim and built homes on the island somewhere around 1800. Over the next fifty years, three generations of Laforets were born and raised on the island, which they happily shared with a small group of Chippewa. In 1857, the Chippewa tribe signed another treaty officially giving the island to the Crown, but no one made a claim on the island because it was assumed the Laforets lived there legally.

In 1882, the Laforets living on the island were the elderly Leo and his wife Rosalie, who was half-Chippewa herself and descended from one of the local fishing guides, as well as (according to some versions of the legend) a line of Chippewa "medicine men." A local businessman named Hiram Walker (patriarch of the well-known distillery family) discovered the Canadian government owned the land and purchased it directly for use as a summer home. He and his sons then began trying to force the Laforets off the land. At first they resisted, but Leo (who was in ill health anyway) died in the fall of 1883. Reportedly Walker's sons then forced their way into Rosalie's home, slammed \$300 on the table and insisted she take it and leave. As she gathered her remaining belongings, the story goes, she recalled her ancestors' ways of magic and called down a curse upon the Walkers and their successors, declaring that henceforth, "no one would ever live on this island."

Hiram moved onto the island and began building his summer home, but died of a stroke in 1899 before finishing. In rapid succession, several of his heirs also died, and the island was eventually sold to the Detroit and Windsor Ferry Company in 1907, which intended to make it into a resort. However, the president of the Company, one Walter Campbell, died within a year of the purchase. The summer house Walker had begun was apparently struck by lightning and burned down.

Nothing came of efforts to build on the island over the next few decades; in fact, rumrunners used the island during Prohibition. Eventually the Bob-Lo Company purchased the island; the company already had one amusement park on an island farther down the river (Bob-Lo Island, near Amherstberg), but it never seemed able to raise the money to actually begin construction on one on Pêche. The security guards hired by Bob-Lo spent most of their time hunting ducks.

In 1962 a Detroit investor bought the island and began work to turn the island into a park. He promptly went bankrupt. The Canadian Department of Lands and Forests reacquired the land in 1971, and since then has allowed the island to return to its natural wild state, much as it looked when the LaForets lived there.

MILLENNIUM CITY GOVERNMENT



MAYOR CALVIN BISELLE

8 STR 9 DEX
10 CON 8 BODY
13 INT 14 EGO
18 PRE 12 COM
2 PD 2 ED
2 SPD 4 REC
20 END 17 STUN

Abilities: Bureaucrat-ics 14-, Conversation 13-, High Society 13-, CK: Millennium City 11-, KS: History 13-, KS: Millennium City Politics 14-, KS: Political Science 13-, Lipreading 8-, Oratory 14-, Persuasion 14-, PS: Mayor Of Millennium City 14-, PS: Politician 14-, Seduction 13-, Contacts (dozens throughout city, state, and national politics), Money (Well Off), Reputation (concerned politician, +1/+1d6)

Disadvantages: DNPCs (children); Psychological Limitation: Prone To Malapropisms; Psychological Limitation: Ambitious; Social Limitation: Famous

Notes: See text.

Politics in Millennium City is a curious and complicated spectacle. While many hoped the reformation of Detroit into a high-tech “City of the Future” would provide an opportunity to develop some similarly-advanced models of city government, in the end what the state of Michigan approved — a Mayor-City Council dual system — is more or less the same as the Detroit city government.

THE MAYOR

Calvin Biselle has served as Mayor of Millennium City since Coleman Young’s retirement in 1996. Elected to the City Council in 1988 at the tender age of 32, Biselle has always been an outspoken Democrat and tireless promoter of the city. Biselle is a celebrity in Millennium City, and acts the part. He arrives at public events in high style, usually wearing expensive suits and large rings. A divorced father of two, he dated actress Leah Ross for several years but that relationship ended in 2001. Since then he’s been seen with several different lovely women on his arm.

Some people regularly criticize Biselle for his flamboyance, but his detractors find his regular mangling of the English language even more annoying. Among his most notorious “mis-statements” include, “We are not ready for an unforeseen event that may or may not occur,” “I have just one word for you, and that word is you never know,” and “Don’t worry, we’re going to turn this situation around 360 degrees.”

Nevertheless, opponents who underestimate Biselle because of his public mis-steps do so at their peril. A crafty politician, he’s adept at cutting deals and bring-

ing together disparate groups of allies. With strong backing from both the local unions and the young, hip programmers and engineers that make up such a large part of the city’s population now, he has a firm power base to complement his modern, energetic image. The Republicans seem to have given up on the idea of running anyone against him in 2004 after his landslide victory in 2000.

Though Biselle’s popularity remains a mystery to some of the older and more conservative corporate heads in Millennium City, he actually gets along with most of them very well, and his policies remain generally pro-business as long as companies pay their taxes. The major exception to this rule is Sherman Adair, head of the Adair Media empire; the two have feuded publicly for several years over some perceived slight. Most observers agree there’s just not room enough on most stages for both of their egos.



As a general rule, Biselle also enjoys good relations with most of Millennium City's costumed heroes, especially those operating with city sanction (like the Champions) or actual Federal authority (like Kodiak or the local Silver Avenger). He's less happy with the mystery-men like Nightwind, but even then gives those claiming to be heroes the benefit of the doubt until they prove themselves dangerous to the city. He's willing to bend the occasional rule in extreme circumstances, but he's a politician first and foremost and won't do anything to risk his authority as Mayor.

As for his future plans, well, the Governorship of Michigan ought to be up for grabs come 2008...

THE CITY COUNCIL

The primary check on the power of the Mayor in Millennium City is the City Council, which shares most of the executive functions of running the city. Councilmembers represent one of nine geographical divisions of the city and serve for four-year terms, with staggered elections; in 2002 the odd-numbered districts held their elections, and in 2004 the even-numbered districts face re-election at the same time as the Mayor. The Council meets publicly twice a month at City Hall, and also sometimes has closed Executive Sessions. The duties of the City Council include hiring City officers and employees, appointing members of City boards and commissions, enacting legislation, and generally establishing policy for the City.

The nine Councilmembers during 2002-04 are:

First District: Quinten Williams. Williams, a black male age 50, is a successful lawyer and former Assistant Corporate Counsel for Dew Chemicals. First elected in 1998, he's serving his second term. Strongly pro-business, he often draws the ire of elements in Millennium City's black community who feel he's not sufficiently left-wing, despite his solid record on civil rights issues.

Second District: Clare Guidry. Guidry, a 60 year-old white female, worked in the gas and energy industry her entire career (most recently for Regent) before entering politics. She's openly lesbian and regularly appears in public with her longtime companion, Mary Butler, but has confounded some of her constituents' expectations with her rigidly conservative voting record on fiscal matters. She also leads the Millennium City Gay and Lesbian Caucus, which lobbies on a number of issues, including partnership health benefits for gay government workers. Elected in 2000, she's serving her first term.

Third District: Gerald Bowden. Bowden, a white male 59 years old, is an oncologist who practiced for some time at Millennium City Mercy Hospital and then worked as a representative for Genex, heading the publicity program for their bone cancer treatment drug. Bowden also serves on the national board for the American Cancer Society. He changed careers with the encour-

agement of Genex, and has not disappointed the pharmaceutical and business communities with his votes. First elected to the Council in 1994, he's serving his third term.

Fourth District: Alistair Currie. Currie is a private businessman who started his own computer programming and accounting business, developing systems and software for mortgage banking firms. A 41-year-old white male serving his second term, he's an energetic campaigner and generally considered the most likely Republican candidate for Mayor in 2008 once Biselle has to step down.

Fifth District: Brianna Cook. Cook, a Chippewa Indian, is female and 39. She's been part of the Horizon Casino management team since 1992, and also heads most of the subcommittees that deal with tourism or gaming. Despite her business background, she usually favors liberal views and is one of Biselle's strongest proponents. Elected in 2002, she's serving her first term.

Sixth District: Sharad Abdul-Hamid. Abdul-Hamid is a local restaurateur; he owns three restaurants outright and has a hand in several others. He's also involved in various Arab-American political and social organizations. Pharos Industries's headquarters dominates his district, and he works closely with the company's management. He's 52, and was elected in 2000.



Seventh District: Philip McAuliffe, a 43 year-old white male, worked for years in Duchess Industries's transportation division, overseeing international shipping and tariffs, before becoming a politician. He often votes strongly conservative on financial matters, and moderately conservative on social issues, but sometimes displays an unpredictable streak. Originally elected in 1998, he's serving his second term.

Eighth District: Lena Schroeder. Schroeder, a black woman age 42 now serving her second term, is the Council's most liberal figure and Biselle's most outspoken supporter. Schroeder represents a young, artsy, residential district, and she makes considerable political hay from "not being beholden to any of the corporations." Some say Biselle's grooming her to replace him in 2008. Despite her support from (and of) unions and "the little guy," conservative Democrats think she's too much of a loose cannon and lacks Biselle's pragmatism about which fights to commit resources to and which to back off from.

Ninth District: Vincent Dooley. Dooley is white, 53, and owns a chain of landscaping firms that do a lot of work in the suburbs north of Millennium City. A Councilmember since 1994, he strongly favors cutting government regulations (particularly on businesses) and reducing waste and inefficiency. More than a few City departments live in fear that he'll turn his budget-busting eye on them next.

THE CURRENT STATUS OF THE COUNCIL

Biselle has had a great deal of difficulty getting any of his proposals past the Council in recent months. Williams, Bowden, Dooley, and Guidry tend to vote as a block that favors the big corporations, low taxes, and few (if any) restraints on trade. Schroeder is the Council's sole guaranteed liberal vote. Currie frequently winds up voting with her, as despite his Republican standing he's a big supporter of small business. On any social issues that come before the Council, Guidry breaks from her bloc and votes with Schroeder about half the time. Cook votes for whatever improves Millennium City's public image around the world and brings more people to the casinos, but usually leans liberal on issues that don't have much affect on such things. Abdul-Hamid and McAuliffe are the unpredictable swing votes on many issues; Abdul-Hamid is known for being deliberate and nonpartisan, taking each issue on its merits and having few preconceptions, while McAuliffe's voting record just seems erratic. Recently he's voted with the "Corp Bloc" a lot, which leaves the city with a series of frustrating stalemates on several key issues.

The Councilmembers, like the Mayor, are generally pro-superhero, because their constituencies have vivid memories of the Battle of Detroit and other instances of superhumans saving lives quite publicly. The fiscal conservatives like Currie, Dooley, and McAuliffe have occasionally questioned the wisdom of spending so much of the city's budget on sponsorship of teams like the Champions and the post of "Superhuman Liaison," but so far they've made no headway.

OTHER MAJOR POLITICAL OFFICES

Superheroic PCs might interact with several other important city offices while operating in Millennium City. Some of them include:

CITY CLERK

Millennium City's Clerk is Elizabeth Bracken, a 49-year-old black woman known for her tireless energy. A former City Councilwoman herself, she's now responsible for maintaining all of the city's records and issuing all of the city's assorted business licenses and permits, as well as keeping all of the records regarding independent contractors hired by the city. In a city with as much ongoing construction and development as Millennium City, the City Clerk wields significant power.

OMBUDSMAN

The City Ombudsman handles citizen complaints and grievances by publishing the records of all of the public Council meetings, receiving the concerns of private individuals and businesses, and voicing those concerns at future meetings. Kenneth Huang, an Asian man of 54 with more than 25 years experience in Detroit city politics, holds this post. In certain circles he's renowned for the breadth and extent of the network of contacts he's developed during his career.

CITY LIAISON TO THE CHAMPIONS

Denise Dumont, the Champions' liaison from the Department of Superhuman and Paranormal Affairs, isn't the only government liaison the team works with. Representing the city to the Champions and vice-versa is Victor Eversole, a 33 year-old white man who unlike Dumont does not live in Homestead. A political up-and-comer and protégé of Mayor Biselle, Eversole has paid careful attention to recent social trends in Millennium City and decided to stake his political future on its superhuman protectors. He helped Defender raise the additional money to build Homestead, the V-Jet, and the Socrates computer system from various corporate contributors and sponsors, in exchange for which the Champions themselves regularly make public appearances in the city. Eversole has kept the public demands on the Champions as painless as possible (for example, they regularly appear at the openings of parks and playgrounds, or make Public Service Announcements on television and radio, urging kids not to use drugs and stay in school). But he also makes sure both he and the Mayor personally get some time on camera.

If the Champions need anything from the city, they go through Eversole. Commentators predict the political capital Eversole is amassing through his efforts will make him a force in city politics in a few years... as long as the Champions or any other sanctioned superhuman don't become political embarrassments.

PUBLIC WORKS

Henry Wilden, a 60ish white male nearing retirement, serves as Director of Public Works in Millennium City. His department, the single largest of all the city agencies, cleans the streets, repairs the roads, and maintains water and sewer services. Wilden has overseen the mechanization and computerization of most of the services on his purview, and feels ready to turn over his job to one of the “young turks” in his department who’s more comfortable with computers. His department has become particularly skilled over the last few years in picking up after superhuman battles, which occurred only rarely in Detroit but seem almost commonplace in Millennium City.

WAYNE COUNTY GOVERNMENT

Millennium City is the County Seat of Wayne County, which also includes most of the suburbs south of the Millennium Highway and as far west as Wyandotte. Some of the most important government officials in the area work for Wayne County,

not Millennium City itself.

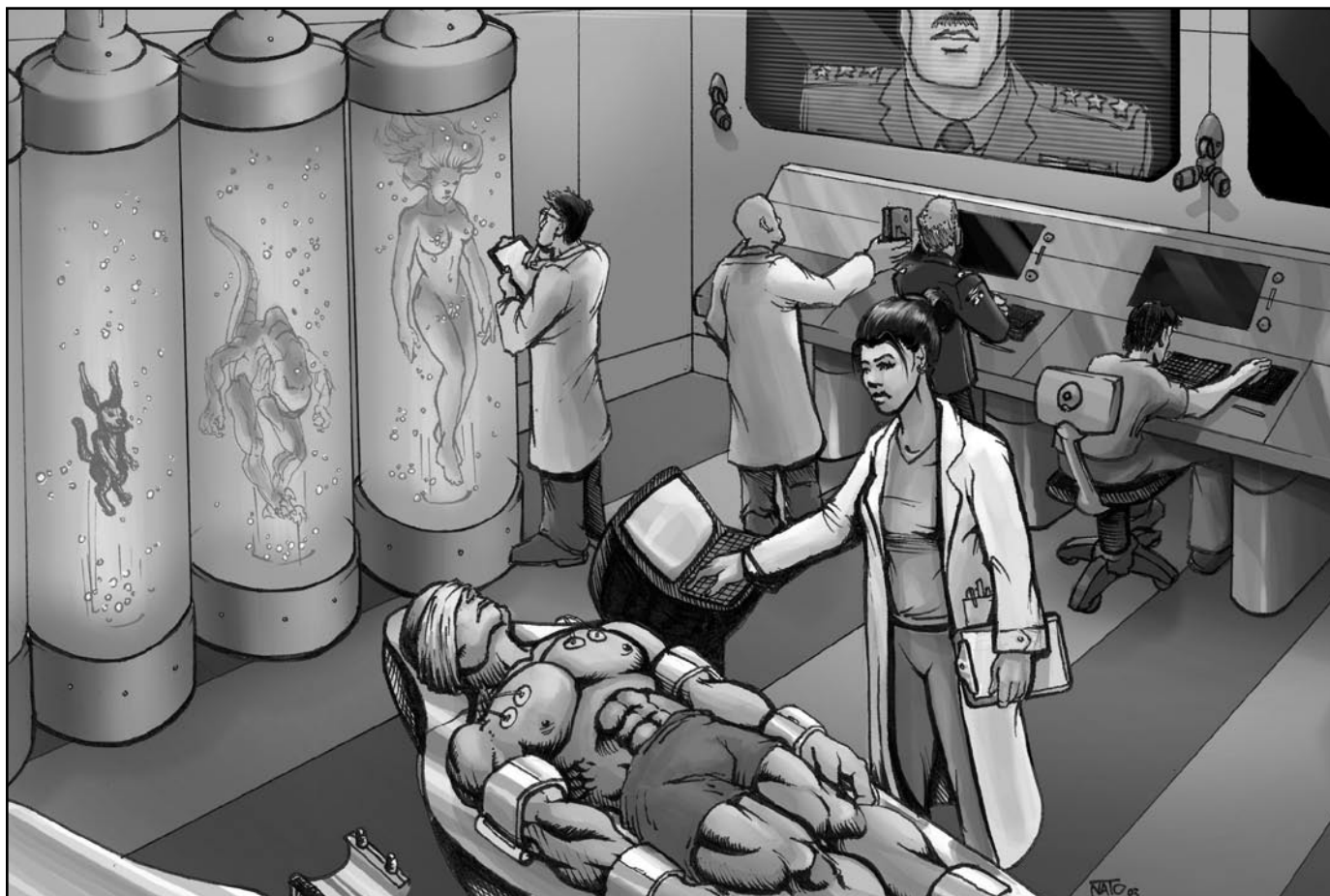
County Executive Leonard Berman, a 47-year-old white male and a rock-ribbed conservative Republican, is well-known for his intense Protestant faith and reputation for going strictly by the book. An intense rival of the Mayor, he seems to resent Biselle’s “celebrity” status and “public carousing.”

The other major figure at the county level is the Chief Prosecutor (what most counties call the District Attorney). The current “CP,” George Kruger, a white male aged 51, has aggressively prosecuted crimes by superhumans and frequently voiced concerns about superheroes. He refers to them as “amateur lawmen given authority solely because they can break things with great efficiency.” See page 63 for more information on the Prosecutor’s Office.

The County also employs the Chief Medical Examiner and his staff. You can read more about them on page 63.

The County Office building is located in City Center, and also includes the offices of the Emergency Services Department (see page 71), the Health and Welfare Department, and the Superintendent of Schools.





A DAY IN THE LIFE

The City of the Future

As any Lennie (inhabitant of Millennium City) can tell you, Millennium City has a rhythm and routine all its own. There's a "feel" to it that's not old Detroit, and not any other city, but something unique

no one can quite define. From its high-tech highways, to its old-fashioned street festivals, to its world-class museums, it has something to offer everyone. Living there isn't like living anywhere else in the world.

TRANSPORTATION



Getting around a large urban area like Millennium City is often a frustrating, time-consuming chore. Fortunately, the City has taken advantage of the latest high-tech innovations in transportation to make journeys across and through the Millennium City area as quick and secure as possible.

Airports

The major airport in the Millennium City area is the Wayne County Metropolitan Airport, referred to as “The Metro.” Located 18 miles south of the city, in the town of Romulus, it handles over 40 million passengers a year, making it one of the largest U.S. airports. It serves as a hub for several airlines, including Liberty Airlines (“Freedom of the skies — yours with Liberty Air!”).

In the wake of the September 11 attacks, security at the Metro has become tighter than ever before, but not at the expense of slowing travelers down. Thanks to some help from Dr. Silverback, Defender, and other technologically-oriented heroes, as well as grants from several corporations, the airport has developed passenger- and baggage-screening technology far more sophisticated than that used at similar airports. Travelers breeze through scanner checkpoints without having to so much as remove their keyrings from their pockets, and the system examines every piece of luggage brought into the airport. Many other airports have studied the system, which has so far functioned flawlessly, in the hopes of developing their own versions.

The greater Millennium City area features several other airports. Windsor has its own airport across the river, and nearby Lansing and Kalamazoo also have small airports.

Driving

If one thing sets Millennium City apart from other urban areas in the United States, it's the “Smart Roadway” system inside the Loop. Driving in the City of the Future is a unique, and for some people disturbing, experience.

The smart roads have two features that set them apart from ordinary roads. First, heating elements built into them allow the city to melt ice and snow, or evaporate standing water quickly, thus keeping the streets as safe as possible for driving. The heating elements, which make the asphalt noticeably warm but

not hot enough to burn, activate automatically when their built-in sensors detect precipitation.

Second, transmitters along all roads send data to the Vehicle Control Chips (VCCs) in every vehicle regarding road and traffic conditions, directions, and so forth. The VCC displays the data on monitors built into the vehicles if requested by a driver or passenger. More importantly, the VCC allows the authorities to track and, if necessary, shut down a vehicle remotely, making high-speed police chases a thing of the past. If a vehicle runs a red light or stop sign, the VCC automatically notes the infraction, and police computers send a ticket or an order to the police to arrest the driver, as appropriate. If a vehicle violates the speed limit, the VCC issues a warning, and if the speeding doesn't cease within ten seconds, an automatic ticket or arrest notice also results. A VCC's memory keeps a record of all of a vehicle's travels within Millennium City; it has enough storage space to keep 10 years' worth of data.

Drivers can only enter Millennium City by car at the eight *Gates* where I-94, I-96, I-75, and other major roads cross the Millennium Loop. No other roads enter or cross the Loop from outside the city. At the Gates, sensors check each entering car to confirm it has a VCC. Driving a car without a VCC on the city's streets is illegal; cars without chips are refused entry. Just outside each Gate and next to each People Mover Monorail station there are parking garages and car rental facilities where someone without a chipped car can obtain one for about \$10 per day. Automatic “smart cameras” film every car proceeding into the city, so if a non-chipped car somehow makes it through, the system notifies the police, who locate and arrest the driver.

Furthermore, only chipped cars can drive on the *Millennium Highway* (a.k.a. “the Loop”), the freeway running along the perimeter of the city, where a driver relinquishes direct control of his car to a massive computer located in City Center next door to City Hall. The computer keeps traffic zipping along at a standard 70 miles per hour with each car at a uniform distance and shifting lanes as necessary to exit at the destination he enters into the car's computer when he enters the Loop. Since the Loop began operating in 1998, it hasn't experienced a single automobile accident or loss of vehicular control. City officials hope to expand the system to cover the interstates and other major highways running through the city, but this would require permits from the federal government.

LIBERTY AIRLINES

One of Millennium City's largest employers, Liberty Airlines uses the city as one of its national hubs; it schedules hundreds of daily flights from the City to the East and West Coasts. Liberty was on the brink of bankruptcy in 1993 due to the loss of business following the Battle of Detroit, but righted itself under the direction of CEO Samuel Neeman, who correctly envisioned what Millennium City would one day become. When the “City of the Future” established itself as a major center of commerce, the number of passengers using Liberty to get here skyrocketed, and he became more wealthy and powerful than ever. He's now one of Millennium City's leading patrons of the arts and owns perhaps the largest and most ostentatious mansion in Grosse Pointe.

SMART ROADWAY TECHNOLOGY

A VCC has the following abilities:

Chip Memory: Eidetic Memory (5 Active Points); OIF (-½), Only To Record Vehicle Condition And Activities For The Past Ten Years (-0). Total cost: 3 points.

Locational Transmitter: Images to Radio Group, +2 to PER Rolls, Increased Size (8" radius; +¾), Reduced Endurance (0 END; +½), Persistent (+½) (30 Active Points); OIF (-½), Always On (-½), Set Effect (radio beacon detectable by Smart Roadway system; -1), Image Only Perceivable On Special Radio Frequencies (-0). Total cost: 10 points.

The Smart Roadway Master Control Computer (SRMCC), which oversees the entire system, has systems defined using appropriate Detects and Clairsentience so that it can instantly locate any automobile in the system, can automatically determine if a vehicle ran a red light or stop sign, and so forth. Millennium City police officers carry handheld computers that can take remote readings of VCCs (see page 62).

The Loop terminates at the River on both ends in special industrial parks.

TAXICABS AND BUSES

Other forms of ground transportation are available for people who don't want to drive chipped cars. Plenty of cabs roam the streets of Millennium City, eager to carry passengers to any destination (though many drivers don't want to leave the confines of the Loop unless they're going out as far as the airport). All cabs in Millennium City have VCCs, and cost \$2 to begin, plus \$1.50 per mile.

Millennium City has decent local bus service, but workers complain about the limited service to the suburbs. Buses have VCCs. Fares start at \$1.50, with transfers for \$0.25. For longer trips, Greyhound runs throughout Michigan, and has a large depot near the Renaissance Center.

The People Mover

The most effective and popular form of public transportation within Millennium City is the People Mover maglev monorail system. The original system, built in the 1970s, ran out of money after constructing only the three-mile downtown loop. Nevertheless, the old monorail was fairly effective and offered a convenient and attractive means of traveling around downtown.

When the Battle of Detroit almost completely destroyed the old system, the city fathers took the opportunity (and lavish corporate funding) to ful-

fill the original promise of light-rail transportation around the entire city. The modern People Mover now runs completely around Millennium City, with four lines covering over thirty stops within the Gates and an additional nine stops in locations as far away as Romulus, Livonia, and Roseville. Riding the People Mover costs between \$0.50 and \$2.50 depending on the distance traveled, and offers the most convenient and safe means of transportation in the area. Frequent riders buy "PeMo cards," electronic debit devices that clip onto clothing or bags; the system reads the card and automatically deducts the fare after the user exits the monorail.

Pedestrian Walkways

One of the first things a visitor to Millennium City notices is the proliferation of above-ground walkways. These corridors of concrete, glass, and steel connect almost every large building in the most heavily urbanized parts of the city to several others, often between the same buildings several times at different heights. Designers left some of the walkways open to the elements and lined them with benches and water fountains, thus offering a pleasant alternative to descending to the street for a breath of fresh air. Others are fully enclosed and environmentally controlled, allowing pedestrians to travel from building to building across vast stretches of the city without having to brave the winter weather or summer humidity.



MEDIA, ARTS & ENTERTAINMENT



In a city as wired as Millennium City, and with a history featuring the likes of Motown music, entertainment is big business. Videoscreens showing news, music videos, television programs, movies, and infomercials exist just about everywhere, and where there's nothing to watch, you're almost certain to hear music playing.

TELEVISION

With hundreds of channels and "broadcast-on-demand" available in every household, television is a major form of entertainment for most Lennies, particularly in the cold winter months.

Major Networks

America in the Champions Universe has four major TV networks, and several other important cable channels. All have affiliates in Millennium City.

WRJK, Channel 6

Millennium City's NBS affiliate is the current ratings leader in the city. Its news and local broadcast programming is the most liberal in the city of the major networks. Miranda Chen (*Champions Universe*, page 51) covers the "superhero news" beat for RJK; recently she's made a name for herself nationally with her somewhat sensationalistic stories.

WFFA, Channel 5

The local CBC affiliate, WFFA is the oldest and most conservative of the "Big 4" networks. It features mostly "family-friendly" prime-time programming, with sitcoms starring befuddled dads and cute kids, or murder mysteries starring actors famous for their work fifty years ago. John Gorham, who's read the news in his trademark contrabasso voice for four decades, anchors the local news.

WCOC, Channel 8

Affiliated with the struggling ABS network, WCOC actually probably has the least-biased news programs and best local programming in the city. Unfortunately, nobody knows that because it has such disastrously low ratings for its national programs. The new station manager, Travis Andrews, has begun a campaign to try to raise COC's profile with extensive participation in community events and a "hipper" look and feel to its local programming, but only time will tell if he succeeds.

WTFL, Channel 2

WTFL is a member of the relatively new Adair

Network, a branch of the Adair media conglomerate (see page 55). "AN" has made a name for itself with its "shock" and "reality" programming and its right-wing sensationalist news shows, and as one of the network's flagship stations WTFL fits right in to that perception. WTFL is home to "news personality" Curt Carruthers, a columnist, commentator, and author of several best-selling books about what's wrong with America these days. Carruthers has taken on superheroes in public debates about politics, vigilantism, and the "police state," and expresses his concerns about Witchcraft and her use of "Satanistic" magic and how that might affect Millennium City's children.

Other Local Channels

Millennium City features a few other local channels, including: WMAV (Channel 13), an independent station that rivals WTFL for right-wing populism on a considerably smaller budget; WMCL (Channel 37), another local independent, popular with the young engineers and techies of Millennium City, that primarily shows science fiction reruns and documentaries on technology; and WPZP (Channel 10), the local Public Television station, which has an artsy reputation and alternates ballet, opera, and highbrow news shows with left-wing documentaries and controversial activist events.

Two cable stations in the Champions Universe particularly relevant to Millennium City are SNN (the *Super News Network*) and its spinoff, SNN Sidekick (see *Champions Universe*, page 51). Both have achieved tremendous popularity in Millennium City, and the station even put its third news desk here in 2000 (after its original two in New York and Los Angeles). It's not uncommon to see SNN vans racing through the streets of the city as they follow some super-battle or try to get to Homestead in time for the latest press conference.

Most of Millennium City also receives Canadian broadcasts from Windsor as well. These include the ever-popular French-Canadian soap opera "L'ombre de L'amour" ("The Shadow of Love"), which much of the city is addicted to despite not understanding a word of the dialogue.

RADIO

The Millennium City area has 40 FM and 17 AM registered radio stations spanning the spectrum of music and talk interests. The biggest FM stations include WMVD (100.3) (adult contemporary and light rock), WJKV (106.5) (urban rap and hip-hop), WCOT (97.9, "Hot Talk"), WTYN

(94.1, Christian talk and inspirational rock), and WEGG (103.9, "The Egg", classic rock and home of Sapphire's weekly talk show). College and high-school stations occupy the low end of the FM dial, but most of them have limited broadcast ranges; the exception is WMCU, from Millennium City University, a popular and professionally-run station with a lot of influence over the local music scene.

The AM dial includes little more than religious, sports, or news/talk stations. The most popular, Adair's WTFL Talk Radio, dominates mainstream news stations with its somewhat-right-of-center reporting (but less so than its more "shock"-oriented TV cousin), and also has most of the local sports (it's the home of both the Tigers and Lions radio broadcasts). There are still a few "oldies" stations on AM, and the single oldest station on the dial is WHTW, which struggles along with its critically-acclaimed jazz programming despite finishing near the bottom in every ratings period.

NEWSPAPERS AND MAGAZINES

Millennium City has two daily newspapers, as well as several tabloid-style weeklies and monthly magazines.

MILLENNIUM CITY FREE PRESS

The *Millennium City Free Press* is the direct descendant of the venerable *Detroit Free Press*. The Free Press sells about 1.2 million copies every day and around 1.7 million copies of its enormous Sunday Edition. Originally part of the Knight-Ridder family of papers, it was sold to Adair in 1995.

The "Freeep," as it's known to locals, went through a tough stretch in the late eighties and early nineties, with labor issues and falling circulation. Since Adair took over, the paper has a slicker and more professional feel to it, but some people think it's lost a bit of its soul. It has fewer interesting columnists, and relies more on wire service stories. On the other hand, sales are up, and management seems satisfied.

The paper is overseen by veteran newshound Theodore Warwick, who started with the *Free Press* back in the 1970s on the local politics beat and now serves as Editor-in-Chief. The more notable reporters on his staff include sports reporter and columnist Lou Carr, lead reporter Jerry Jelic (who won the Pulitzer Prize for his coverage of the Battle of Detroit and its aftermath in 1992), and crime beat reporter Julie Morgan.

MILLENNIUM CITY NEWS

The *Free Press's* rival is the *Millennium City News*, which publishes in the evening and has about half Freeep's circulation. The *News* is more conservative politically and editorially, and often actively antagonistic to Mayor Biselle. As the smaller and less-noticed newspaper, it's also more prone to attention-getting stunts and humorous headlines. Unlike the *Free Press*, the *News* has a full-time "Superhuman Affairs" column, written by Christine Hewitt, which is half actual news and half utterly-unfounded gossip. Hewitt spends most of her time tracking publicity-minded superheroes like Sapphire to see who they might be dating, and has assistants who actually collect news about supers to flesh out her columns.

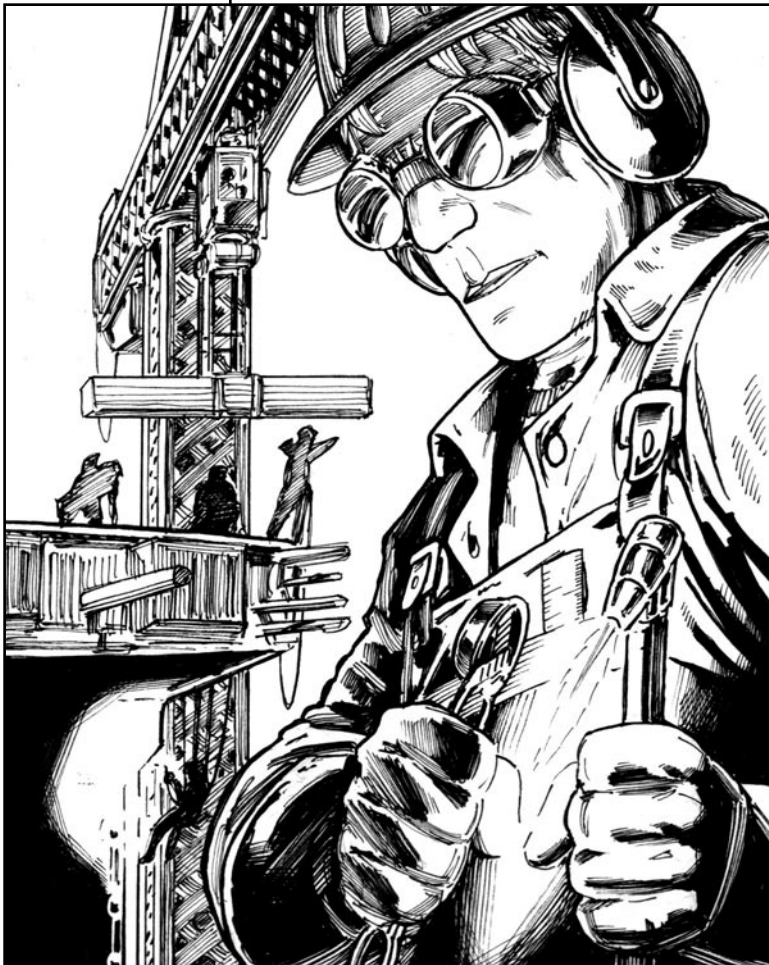
Publisher Amos McCarry runs the *News*. He came to Millennium City from New York a few years ago to take the job; prior to that he worked for several New York tabloids.

MC WEEKLY

The *Weekly* is Millennium City's hip local alternative paper, presenting the news from an extreme-left viewpoint and also covering the arts to a far greater depth than the other papers. Available for free in corner newsboxes as well as at any Information Kiosk, the *Weekly* pays its bills through advertisements, especially of the "adult" variety. Though the *Weekly* only covers local affairs, it's actually owned by an out-of-town conglomerate.

OTHER PAPERS

In a city as cosmopolitan as Millennium City, one can also find a large number of small-press and local specialty newspapers, such as the *Millennium City Jewish Times*, the *MC Arab World*, the *Legal Weekly*, and the *Tech Times*. There is also an under-



ground alternative to the *Weekly* called *Tomorrow*, which publishes every other week and covers the rave and hip-hop scene with authenticity.

Superworld and Other Magazines

Although based in New York City, the superhero-following glossy magazine *Superworld* (see *Champions Universe*, page 51) has a large office in Millennium City to cover the Champions and other heroes based here. As always, they offer high prices for exciting action photos, and therefore inspire a small army of photographers to risk life and limb in the middle of superpowered conflicts trying for that “million-dollar shot.”

Millennium City is also the home of Sapphire’s eponymous bimonthly magazine, as well as the monthly *Champions* comic book. Written by famous comic book hack Steve Short and drawn by Deano Deschesne, it features fictionalized adventures of the team minus Nighthawk, who was not interested in licensing his image and declined to participate. Short replaced him with an Australian ninja who has become incredibly popular with the fans despite his hackneyed origin and the fact that he seems to get clobbered by the bad guys every issue. *Champions* remains a very strong-selling comic, along with the other major licensed comics like *Justice Squadron* and *Mighty Man* and fictional series like the licensed *To Save The World* book based on the popular TV show.

Kountry Komics, the nation’s most popular chain of comic book shops, has several outlets in the Millennium City area.

THE WEB

The World Wide Web sometimes seems omnipresent in Millennium City. Anyone who wants to “sign on” can find dedicated Web-surfing computers not just at places like the library, but in many restaurants, malls, public spaces, and homes.

ADAIR-NET

The number-one portal and web service site in Millennium City is Adair-Net (www.adair.net), run by Adair Publishing and Media. Adair draws most of its revenue from advertising sales, but constantly increases the number of business services it offers, including bill-paying services, data storage, and even an online auction site.

INFORMATION KIOSKS

Built by Skyvox, Inc., Information Kiosks are a high-tech combination of newsstand, phone booth, and video display. Approximately fifteen feet long and four feet deep, a Kiosk has three sections: a small booth where a vendor sells newspapers, sodas, and snacks; several flat video screens that show news updates, short features, and ads; and pay phones and two pay Internet connection booths with screens that turn opaque when a user enters.

As of early 2003, downtown Millennium City has 40 standard Information Kiosks, and two experimental “mega-kiosks” with several rooms and a dozen booths (one at the Renaissance Center, another next to City Hall). The mega-kiosks have been such a success that the city plans to construct several more.

A typical Information Kiosk has DEF 5, BODY 5; it takes a total of 15 BODY damage to completely demolish one.

3-D BILLBOARDS

One of the most obvious and visible displays of Millennium City’s high-tech nature are the three-dimensional billboards located throughout the area inside the loop. Built on the sides or roofs of many buildings, they’re used for advertising, like billboards everywhere. What sets them apart is the use of advanced holography technology, which makes the subjects on the billboards seem almost like real, three-dimensional objects instead of flat, two-dimensional pictures. The most sophisticated 3-D boards can even portray moving subjects, allowing advertisers to show “mini-movies” about 10-20 seconds long. A few safety officials object to the billboards, claiming they have caused an increase in traffic collisions due to people paying too much attention to the holo-ads and not enough to the road, but Lennies seem to love them and the city has no plans to shut them down.



CAVALIER

Fans of superheroes on the Web are familiar with www.cavalierhero.com, the website of one of Millennium City's most notorious heroes.

CAVALIER

Val	Char	Cost	Roll	Notes
10+38	STR	19*	11-/19-	Lift 100 kg (9.6 tons); 2d6 (9½d6) [1/4]
13+8	DEX	9+12*	12-/13-	OCV: 4/7 DCV: 4/7
15+9	CON	10+9*	12-/14-	
12	BODY	4	11-	
16	INT	6	12-	PER Roll: 12-
12	EGO	4	11-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
4	PD	2		Total: 19 PD (15 rPD)
6	ED	3		Total: 21 ED (15 rED)
3+2#	SPD	20		Phases: 4, 8, 12/ 3, 5, 8, 10, 12
6	REC	2		
34	END	2		
26	STUN	1		Total Characteristics Cost: 116

*: OIF (Powered Armor, -½), No Figured Characteristics (-½)

#: OIF (Powered Armor, -½)

Movement: Running: 6"/12"
Flight: 25"/50"

Cost	Powers	END
30	<i>Onboard Batteries:</i> Endurance Reserve (200 END, 25 REC), OIF (-½)	0
58	<i>Plasma Blasters:</i> Energy Blast 10d6, Autofire (up to 3 shots; +¼), Reduced Endurance (½ END; +½); OIF (-½)	3
30	<i>Powered Armor:</i> Armor (15 PD/15 ED); OIF (-½)	0
33	<i>Bootjets:</i> Flight 25"; OIF (-½)	5
4	<i>Sealed System:</i> Life Support (Extended Breathing: 1 END per Minute; Safe Environments: High Pressure, Intense Cold, Intense Heat, Low Pressure/Vacuum); OIF (-½), Costs Endurance (-½)	1
7	<i>Visor:</i> Sight Group Flash Defense (10 points); OIF (-½)	0
10	<i>Sensor Suite:</i> Active Sonar (Hearing Group); OIF (-½)	0
2	<i>Sensor Suite:</i> Ultrasonic Perception (Hearing Group); OIF (-½)	0
8	<i>Sensor Suite:</i> HRRP (Radio Group); OIF (-½)	0
7	<i>Sensor Suite:</i> Microscopic x100 for Sight Group; OIF (-½)	0
10	<i>Sensor Suite:</i> +10 versus Range for Sight Group; OIF (-½)	0

Perks

2	Contact: Agent, 11-
6	Money: Wealthy (\$1 million per year)
4	Reputation: Heroic (in Millennium City) 11-, +2/+2d6

Skills

4	+2 OCV with Plasma Blasters
3	Computer Programming 12-
3	Electronics 12-
5	Inventor 13-
2	CK: Millennium City 11-
3	KS: Marketing And Publicity 12-
1	KS: The Superhuman World 8-
1	KS: U.S. Military Procurement Policies & Procedures 8-
1	SS: Chemistry 8-
2	SS: Physics 11-
2	SS: Powered Armor 11-
3	Systems Operations 12-

Total Powers and Skills Cost: 241

Total Character Cost: 357

200+ Disadvantages

15	DNPC: Ellis Wheatley (his "manager") 11- (Normal)
25	Hunted: VIPER 8- (More Pow, NCI, Kill)
15	Watched: Champions 8- (More Pow, NCI, Watching)
25	Psychological Limitation: Showboat And Publicity Hound (Very Common, Total)
15	Psychological Limitation: Greedy (Common, Strong)
10	Psychological Limitation: Sucker For A Pretty Face (Common, Moderate)
5	Reputation: glory-seeking hero, 11- (Small Group)
10	Rivalry: Professional (with Defender; Rival is in a Superior Position)
15	Social Limitation: Public Identity (Eric Trammell) (Frequently, Major)
10	Vulnerability: 2 x STUN from Sonics (Uncommon)
10	Vulnerability: 2 x BODY from Sonics (Uncommon)
2	Experience Points

Total Disadvantage Points: 357

Background/History: Eric Trammell's life was going pretty much as planned until a few years ago. He attended Brown, where he studied electronics and engineering, and developed his first prototype powered armor suit before graduating. In 1998, he moved to Millennium City, formed a small company called Cavalier Incorporated, and began to work on developing a truly cost-effective suit for the army. He finished his new suit, the Cavalier I, in 1999, but it was still far too expensive to present to the government. He needed a second round of engineering work, but he'd sunk all of his personal savings into finishing the first suit, and he despaired of getting any additional funding.

Then one day in the summer of 2001, Eric's old college buddy Ellis Wheatley came to town. Wheatley commiserated with Eric's troubles, and made the fateful suggestion that changed Eric's life: why not use the suit he'd already developed to make enough money for the second one? At first

Eric was horrified, thinking Ellis meant committing crimes, but Ellis derided him for thinking too small. No need to go out and rob a bank and risk a beating from superheroes, not to mention a lengthy jail term — the smart money was in becoming a “celebrity superhero.”

Ellis took on the job of managing the career of Millennium City’s new superhero. First, he signed contracts with several of the corporations in town; in exchange for exclusively using and promoting components and parts from their companies, and serving as “specially-retained security” for their buildings and property, and of course wearing some small and tasteful signage on his armor somewhere, Cavalier got funding to fuel and maintain his suit, and enough startup capital to set up a website. On his website he offered additional advertising, plus streaming video of his exploits as a superhero, mostly taken from shoulder-mounted cameras. Visitors could directly download amazing footage of what it was like to battle Ankylosaur in hand-to-hand combat! Eric also maintained a personal diary of his crimefighting exploits.

Within weeks Cavalier was a star, as news of his site and his adventures spread across the country. The friendly and personable Eric was a popular guest on talk shows, and as Cavalier he actually did some good, most notably in dealing with the Whitcomb warehouse fire while the Champions were out of town. All the while Ellis worked behind the scenes, keeping Cavalier in the news without overexposing him.

Over the last year, Cavalier has become a national star and one of the most famous superheroes in America. His site receives an enormous number of hits, and he’s negotiating with Adair for his own TV show. Some more conservative pundits criticize his mercenary attitude as an example of what’s wrong with America these days, but Cavalier’s young fans couldn’t care less.

Personality/Motivation: Cavalier is by no means a bad person, at least in his own mind. He helps people in trouble for free if they need him, but he sees nothing wrong with asking those who can pay for his services (like corporations) to do so. He’s become a bit swept up in his own celebrity over the last eighteen months, however, and has developed quite a swelled head. He’s also thoroughly under the sway of Ellis Wheatley, who not only firmly believes in the almighty dollar but thinks everybody else does as well — some people just hide it better than others. Exposure to this level of cynicism eats away at Eric.

Furthermore, he’s developed a rivalry with Defender personally that’s becoming increasingly unpleasant. Defender has made some public statements about Cavalier that, to Eric at least, sounded both dismissive and critical about taking money for doing good deeds. Eric has become convinced Defender is precisely the sort of rich daddy’s boy he hated at Brown, who never had to worry about money and thought giving away a tiny fraction of the family cash to charity made him morally superior. Each time the two come into contact the situation gets uglier, and seems bound to end up in violence.

Quote: “And remember, kids, drink Nar-Cola — it’s fantastic!”

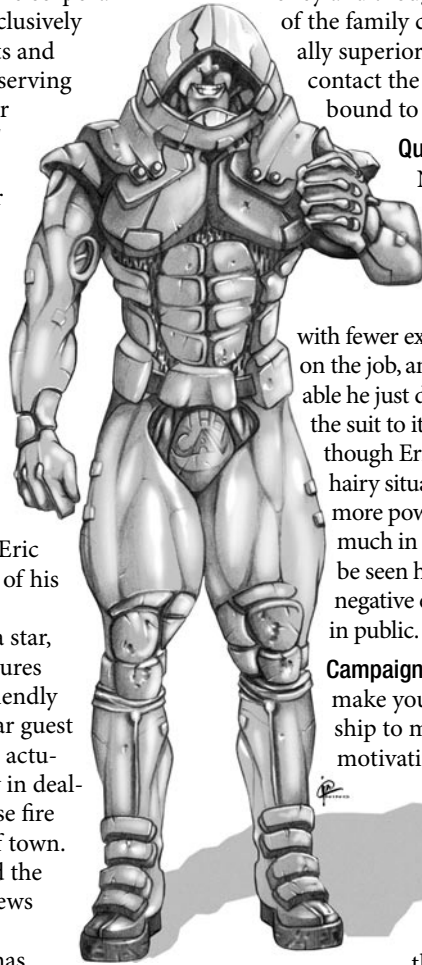
Powers/Tactics: The Cavalier suit is in some ways more powerful than Defender’s; it’s stronger and faster, though less flexible and with fewer extras. Eric has learned superheroing on the job, and though he’s smart and adaptable he just doesn’t have the experience to use the suit to its fullest tactical capabilities. Also, though Eric’s used the suit in some pretty hairy situations, he’s never yet faced a villain more powerful than himself, or suffered much in the way of defeat. It remains to be seen how he’ll respond to that kind of negative experience, especially if it occurs in public.

Campaign Use: You should use Cavalier to make your PCs think about their relationship to money and celebrity, and their motivations for superheroing. Does Eric’s pursuit of money and fame keep him from being truly heroic, or diminish the good he does when saving people who pay him for the service?

If you want to toughen Cavalier up a bit, give him more weapons. Convert his Plasma Blasters into a Multipower of high-tech blasters, and improve his Combat Skill Levels to work with all of the slots. Give him some extra Armor to go with them. If he’s already too tough, decrease his Characteristics a little, get rid of the Autofire on his Plasma Blaster, and/or slow down his Flight.

Cavalier isn’t likely to Hunt a hero; it would make for lousy publicity if anyone found out. He’s not above playing a dirty trick on a rival or someone he despises (like Defender) if he’s sure he can get away with it, though.

Appearance: The Cavalier battlesuit is blue with gold highlights. The helmet is thick and well braced on the shoulders, but the rest of the suit is clean and streamlined. The visor of his helmet slides up into the housing to fully expose his face when he wants the cameras to get good shots of his winning smile.



PUBLIC ENTERTAINMENT

Not everyone wants to stay home all the time and watch TV or listen to the radio. They want to get out, see and be seen, mix and mingle! Fortunately, Millennium City offers many types of public entertainment.

Millennium City Fine Arts

In a very short time, the Millennium City Symphony has risen to national prominence. Most of the credit for this resurgence goes to John Molinaro, who became conductor in 1995. This mercurial performer has not only brought in some outstanding musicians and commissioned several well-received new pieces, but his dashing good looks and intense charm have turned him into one of the kings of the local party scene and made classical music hip among Millennium City's glitterati. Reportedly, Molinaro has in a very short term gone through several of the City's most eligible bachelorettes, and though he remains a popular guest at the finest parties, more than one young man in town has vowed revenge....

Unfortunately, the city's Opera Company can't claim the same increase in quality. By and large it's stuck to the same old classics when it's not hosting out-of-town touring companies. Many people consider this a shame, since the newly refurbished Opera House in the Cultural Center is a master-

piece of architecture — its arching dome lit from below makes it one of the most identifiable buildings in Millennium City.

Several other "fine arts" organizations call Millennium City home. One of the most prestigious is the Lindsey Tanner Ballet troupe, run by the well-known dancer and choreographer. When not running her own group, Tanner also heads the City Council's City Arts Commission, an organization charged with bringing exciting young artists and companies to town and overseeing the various corporate arts grants administered by the city.

Museums

Most of the area's major museums (and significant portions of their collections) were destroyed during the Battle of Detroit, but the organizations that owned and operated them took the opportunity to rebuild them better than ever by following all the most modern theories about the design and use of museum space.

The largest and most impressive of the city's fine museums is the Museum of Modern Art (or MCMOMA). In 2002, more than two million visitors toured the various permanent exhibits, including works by Picasso, Matisse, and Diego Rivera. The Museum also has had several well-received unusual temporary exhibits, including a show of "etch-sculptures" by the Champions' resident alien, Ironclad, and a collection of native art from indigenous tribes of Oceania.

The Millennium City Museum of Antiquities (MCMA) has also developed a strong nationwide reputation with its wide-ranging exhibits of pre-Columbian art and artifacts. The archaeologists in residence include John Cauwenbergh, the notorious adventurer who discovered the existence of a lost Roman city in rain forests of Brazil in 1987. Cauwenbergh continues to travel throughout South America and periodically brings back impressive treasures for display at the MCMA.

In addition to its public institutions, Millennium City has several private art museums and galleries. The most notable is probably the Blackburn Gallery, which features works by the hottest young artists of the day for sale to wealthy status-seekers in the city's corporate boardrooms. The Gallery Hollander also enjoys a strong reputation, but the supervillain team GRAB cleaned it out in an August 2002 robbery that made national headlines; it's only now getting back on its feet. Before the Battle of Detroit, the Detroit Institute of Arts was highly regarded in the art community, and although its rebuilding into the Millennium City Institute of the Arts is progressing slowly, the signs indicate it will live up to the original.

The Scarab Club, a private group of artists and patrons of the arts who sponsor exhibits of local artists and host competitions and events, exerts a strong influence over the Millennium City arts scene. Although the Club's original building, which featured WPA murals dating back to the 1920s, was lost to the fires, it built a new clubhouse in 1995. Doctor Silverback recently joined the club.



Restaurants

Lennies have restaurants catering to every taste. Cultural Center in particular has a wide range of ethnic eateries, from Russian to Chinese to French, while Hamtramck has a large number of Polish and Ukrainian bakeries. Rivertown has several high-quality burger joints and sports bars with legendary cheese steaks and hot wings, chief among them the (in)famous Hot's, well known for its scantily-clad waitresses and somewhat risqué promotions.

People seeking a more upscale dining experience often go to Boheme, located near the Renaissance Center. Its elegant decor and exquisitely-prepared food make it the restaurant of choice for even the most discriminating palate. Owner and head chef Ernesto del'Scafidi, who's become something of a local celebrity due to his flamboyance and charm, does his best to ensure that everyone who visits his establishment enjoys a superb meal. Someone who's not in the mood for Boheme's unique blend of Italian and American cuisines might instead choose Compeigne for French food or The Bar M, an upscale steakhouse.

People who'd rather eat in a hurry have the usual choice of fast-food restaurants, theme restaurants, and other chains to choose from, including Royal Burger, Darren's Pizza, O'Reilly's Drive-In, Pepe's, Speed-E Pizza, Bamboo Garden, and Swift-T Chicken. Scarlet Archer's, a superhero-themed chain whose restaurants featured display cases with souvenirs from well-known superhumans (such as one of Foxbat's [non-functional] Ping-Pong ball guns or an autographed picture of Ocelot), filed for Chapter Eleven bankruptcy protection in 2001 after declining sales and some poor investments. Founder Bradley Winston has publicly blamed his failures on mobsters still holding grudges from his days with the Sentinels in the early '70s. These claims remain entirely unsubstantiated.

Bars And Nightclubs

Like any major urban area, Millennium City has a thriving nightlife, with bars and clubs catering to just about every taste. RenCen, City Center, the Cultural Center, the Theater District, Rivertown, and Westside are the best places to find the trendiest or most upscale places, but Lennies can go to small neighborhood watering holes just about anywhere. Some of the more popular clubs include:

Club Caprice: One restaurant/club thriving on its superhuman cachet is Club Caprice, an upscale cocktail club in Rivertown owned by Lewis (Masquerade I) Frey, a thief and master of disguise who battled Black Mask in Chicago in the 1950s and '60s. The Mask defeated Frey in 1971 and sent him to jail. He got out in 1985, and after apprenticing in a couple of Chicago restaurants opened Caprice in 1995. With clever marketing and deft menu planning, he maneuvered the Caprice into one of the genuine hot spots of Millennium City. Part of the

Caprice's popularity derives from the *frisson* of danger patrons get from dining in the establishment of a known supervillain. Rumors say shady deals and criminal activity go on in the private rooms upstairs at Club Caprice, and Nighthawk reportedly watches the place closely.

Hailey's: Named for the comet by someone who couldn't spell, Hailey's has become one of the most popular clubs in the Cultural Center district. Although not as "intense" as Incubus, it's still a great place to dance to cutting-edge music. The current owner, a young entrepreneur named Jennifer Grant, bought the place in 2000.

House Of Tina: Named after founder and owner Tina LeTina, this club features bizarre musical selections ("Sinatra and Speedpunk" being a favorite) and an extremely... *diverse*... clientele. Proper dress (as defined by the bouncer at the door) is essential if you want to get into "Tina's" (as most people call it); don't even *think* about trying to get in wearing sneakers.

Incubus: The latest, hippest music, a light show unequaled in the city, and a plethora of attractive bartenders and DJs make Incubus *the* nightspot for partiers who like to dance 'til dawn to deafeningly loud music. It's in the Theater District not far from the casinos.

NATO: Decorated with flags from European nations and newspaper photographs from the Cold War, NATO, located in the City Center, caters to a crowd that appreciates good drinks and a relatively calm atmosphere. Politicians, city workers, lawyers, and reporters hang out here, relaxing after a hard day's work with a martini, some smooth jazz, and conversation.

Public Events

Millennium City has a few traditions and celebrations all its own, such as:

FREEDOM FESTIVAL

Millennium City shares this annual event with Windsor, its Canadian sister city across the river. Running from July 1st, Canada Day (the celebration of the forming of the Dominion of Canada in 1867), until Independence Day on the 4th, the Freedom Festival sets up along both riverbanks and features bands, speakers, and art shows. It culminates with a massive fireworks display over the river itself that draws over one and a half million viewers. The four-day event packs the riverside parks and keeps all the bars and clubs in both cities hopping. A sizable portion of the revelers either dress in costumes or wear little to nothing at all; traditionally, as long as the displays remain peaceful and not lewd, the police turn a blind eye to casual near-nudity for the weekend.

MONTREUX JAZZ FESTIVAL

Since its founding in 1967, this annual collection of shows has great jazz as its centerpiece, but also features stars from rock, reggae, and classical

DETROIT ROCK CITY

From a musical history standpoint, Detroit is most famous for Motown, and that's entirely fair whether one looks at the question from an artistic or sales viewpoint. But Detroit has spawned many great acts in other styles of pop music. From the earliest days of Bill Haley and the Comets, Detroit has been one of the metaphysical centers of rock. Detroit provided the defining rock sounds of Ted Nugent, Alice Cooper, Mitch Ryder and the Detroit Wheels, Del Shannon, ? and the Mysterians, Grand Funk Railroad, Brownsville Station, Bob Seger, and Suzi Quatro. It also gave us the New Wave Pop of Marshall Crenshaw, the outer-space funk of George Clinton and Parliament/Funkadelic, the powerhouse punk of Iggy Pop and MC5, the soul of Jackie Wilson, and the manic garage-punk of the White Stripes, and the constantly self-redefining sound of Madonna. Rock and roll music has always been at the heart and soul of Detroit, and thus of Millennium City as well.

Millennium City's most notable musical export these days is the white rapper Julius Brown, who performs under the stage name "Juju B." His music is occasionally scandalous, frequently profane, and passionately heartfelt. His most recent work includes the soundtrack to his new movie, "Millennium Highway," which semi-autobiographically describes his youth in one of the poorest parts of Detroit and his witnessing the city's destruction as a teen in 1992, followed by his rise to stardom without losing his street credibility.



as well. It's held in July. Music fans from across the Midwest fill venues across the city as some of the biggest musical stars in the world come to town.

DETROIT DAY

Coming at the end of more than three weeks of revelry and shows, Detroit Day (July 23rd) is a considerably more somber holiday, in which large crowds parade down Woodward Avenue to Memorial Park and gather for speeches and performances dedicated to the memories of the lives lost in the Battle of Detroit. Superheroes from around the world have visited Millennium City for Detroit Day events, and the Champions host a party at Homestead that cape-watching gossip columnists would kill to get into.

MICHIGAN STATE FAIR

Michigan has held the nation's oldest State Fair here every year since 1849 (except 1992). Running for two weeks ending on Labor Day, the Fair draws over a million visitors each year. The Fairgrounds, located at the corner of Woodward and Millennium Highway, consists of the Midway (featuring traditional rides and attractions like Ferris Wheels and bumper cars); FamilyLand (child-friendly rides and a petting zoo); the Band Shell (a performance stage that features local acts and a handful of second-tier touring acts each year); and the Auction Block (where auctioneers sell livestock and fierce culinary competitions [pies, jams, beers, and wines] take place).

The 2002 State Fair had the highest attendance ever. However, after the epic battle there between the Champions and the mad plant-being Thorn (and his animated army of trees), there's some question how many people will come back in the future....

DEVIL'S NIGHT

Millennium City has an unfortunate tradition in "Devil's Night," the night before Halloween. Beginning in Detroit in the 1950s, Devil's Night is a time for pranks and "tricks," at first limited to the odd toilet-papering of trees and minor vandalism. Some time in the late 1970s, the tricks began to include arson, usually involving the abandoned buildings and cars that were such prominent parts of the landscape in the poverty-stricken neighborhoods of the inner city. As the number and severity of fires increased each year, so did the publicity surrounding the event, and the damage continued to escalate. By the late 1980s, a concerted public effort to end the tradition led to tens of thousands of volunteers patrolling the city to put out any fires they saw. Their efforts succeeding in reducing the damage, but not eliminating it.

Since Detroit became Millennium City, Devil's Night has quieted down further — but it hasn't gone away. Every year firefighters prepare for some overtime on both that night and Halloween itself, and the Champions remain ready to deal with the likes of Blowtorch (if he's not in prison). In 2001, a Devil's Night fire started in a waterfront warehouse took the lives of two people.

CHRISTMAS IN THE SKY

When Christmastime rolls around, Lennies take to the skywalks between their buildings. Ever since the construction crews finished the first groups of buildings, people have competed to have the most beautiful, lavish, or weird decorations on their buildings' walkways. Dubbed "Christmas in the Sky," the informal competition also includes parties and concerts held on the walkways. The newspapers and radio and TV stations all judge the decorated walkways and award plaques to the ones they consider "the best."

SUBCULTURES



People sometimes talk about “Lennies” as if they were a single, unified group. But like people everywhere else, inhabitants of Millennium City often identify just as strongly with a subculture or group as they do with their home city. These subcultures, in turn, become important to the city, since they tend to wield influence in proportion to their size, wealth, and impact on daily life.

THE ACADEMIC WORLD

Millennium City has made a commitment to high-quality public education at the grade school and high school level. Over 230,000 students attend city-run public schools, and an additional 38,000 go to private schools. Millennium City has established programs providing its schools with hundreds of thousands of computers and high-speed Internet access, as well as curricula incorporating computers and technical sciences into every educational track. After-school programs sponsored by local corporations not only give local kids a better chance to get into top colleges, they develop a worker base that’s more computer-literate than any other city in America.

The city also has several institutions of higher learning, including Millennium City University, Millennium City College, and New Millennium Junior College. MCU enjoys a strong national reputation, particularly for its science and engineering schools. Its faculty includes the world-renowned nuclear physicist Charles Carver (whose pioneering work isolating the graviton may soon lead to an entire new field of gravitic technology) and nanotechnologist Rachandra Devi (one of the leading researchers in the burgeoning field of “micro-engineering”). Obviously, in a city with so many cutting-edge scientists and engineers, the faculty does not lack for notable guest speakers and instructors. (For more on MCU, see page 85.)

Michigan State University has its primary campus in nearby Lansing. As the second-largest university in the United States, MSU provides a steady stream of new employees (and interns) for Millennium City’s businesses.

THE BUSINESS AND FINANCIAL WORLD

Big business, corporations, and high finance have been a major part of Millennium City from the beginning. In fact, without the extraordinarily

generous donations from companies like Harmon Industries, Cambridge Biotechnologies, Duchess Industries, and Pharos Industries, Millennium City probably could not have been built — or at least, not in its present form. Only the money and expertise of such corporations, combined with the financial and administrative might of the United States government, allowed city planners to truly make their vision of a “City of the Future” come true.

Industrial And Manufacturing

ADVANCED CONCEPTS INDUSTRIES (ACI)

Created by multibillionaire Franklin Stone (see *Champions Universe*, page 59), ACI is one of the most diverse megacorporations in the world, with tendrils in countless different industries and fields. Stone, well-known for his cold-blooded business brilliance and succession of gorgeous young wives, has his primary office in New York City and a large satellite office in Renaissance Center. His primary interests, in approximate order, include high-tech manufacturing, mining (primarily copper and bauxite, but also two small diamond mines in Africa), and chemicals. However, ACI also dabbles in oil, banking and finance, shipping, construction, and professional lobbying on Capitol Hill (where Stone has made and broken the careers of several politicians).

ACI also has an interest in food services. It owns Ace Burgers, the third largest national burger chain, as well as several regional restaurant chains. It has a control-



MARKETING

Corporations — and even some superheroes, like Cavalier — need all the good publicity they can get. That's where advertising and marketing firms enter the picture. Some of the best ones in Millennium City include:

Barton Gardner Smith: Millennium City's largest public relations firm, BGS represents many of the companies listed in the main text, as well as the City itself. Superheroes needing a "positive spin" in the public eye sometimes turn to BGS for help as well.

Graham-Blackburne Partners: Founded in 1988 by Calvin Blackburne, scion of one of Detroit's wealthiest families, and his partner Michael Graham, G-B is the city's largest and best-known advertising firms. It has created many award-winning and humorous ads that appear on the viewcreens and 3-D billboards all over Millennium City.

Kincaid Solutions, Inc.: Although primarily a sort of lobbying firm, Kincaid also does some types of PR work for select clients. Its founder and chief employee, Daniel Kincaid, is a trendsetter who's at home in the most exclusive social circles.

ling interest in Nar-Cola and its various spinoff soft drinks (including Diet Nar-Cola, Strawberry Nar-Cola, Nar-Cola Extreme Blue Sports Drink, and Pixie).

Stone and ACI did not really become involved in the building of Millennium City, aside from a few token donations and the like. Rumors in the business community suggest Stone may have decided that was an oversight; his (and his company's) increased level of community involvement over the past two years lends weight to this theory.

BINARY CORPORATION

Third on the list of the world's largest conglomerates after ACI and Pharos is probably the Binary Corporation, a Millennium City-based company created via the merger of Binary Computers with three other companies in 1993. Binary's interests are primarily in technology fields — computer software and hardware, mostly, but also medical technology, genetics, and through a subsidiary the exciting new field of plasma-based weapon design. It's also well-known for sponsoring the duplicating superhero Binary Man (see *Champions Universe*, page 58).

The Binary Corporation suffered through a scandal in 2001, when the Champions discovered that Monica Knowlton, one of its top executives, was the Morbane in charge of the local Demonhame. Fortunately, the Champions and Binary Man brought her down before she could carry out her evil plan to summon demons to possess the entire Board of Directors.

DRAKE-VICTORIA INC.

One of the largest weapons and defense contractors to the US Army, Drake-Victoria designs military vehicles and weapons, especially rockets, missiles, tanks, and trucks. It competes in the American Soldier Enhancement Project (ASEP), an effort by several major defense contractors to bring reliable and affordable personal mechanical armor to the modern battlefield.

DVI leads the field in the fledgling science of force-field generation, from electromagnetic-based "repulsion fields" to "cold plasma" ionized gas generators. The Bureau of Prisons tests many of DVI's prototype devices at Stronghold, and thanks to the efforts of Victor Eversole the Champions used DVI "repulsion-field" technology in creating the superstructure of their V-Jet.

Founded in the late 1800s as a gun manufacturing firm, DVI has its headquarters in Ames, Iowa and its second-largest office in Millennium City. Arthur Drake IV, great-grandson of the company's founder, serves as CEO.

In the last couple of years, the supervillain team known as the Ultimates has attacked several of Drake-Victoria's offices and facilities in Ames and on the East Coast. The authorities suspect one or more of the Ultimates once worked for DVI, or has some grudge against the company, but corporate spokespersons have no comment on the matter. The attacks haven't made it as far north as Millennium City yet, but it may just be a matter of time.

DUCHESS INDUSTRIES

A multinational conglomerate based in Bonn, Germany, Duchess Industries has subsidiaries all over the world, including several plants and offices in and around Millennium City. Most of its interests lie in science and technology; it has holdings in aerospace, oil, nuclear plants, and biotechnology (especially engineered foodstuffs through its Italy-based subsidiary Laboratori di Unita, which is trying to end famine in sub-Saharan Africa). A privately-owned corporation, Duchess allows little access to its facilities, but is known to have a lot of influence in the White House and to lobby the U.S. Congress extensively on a variety of issues.

HARMON INDUSTRIES

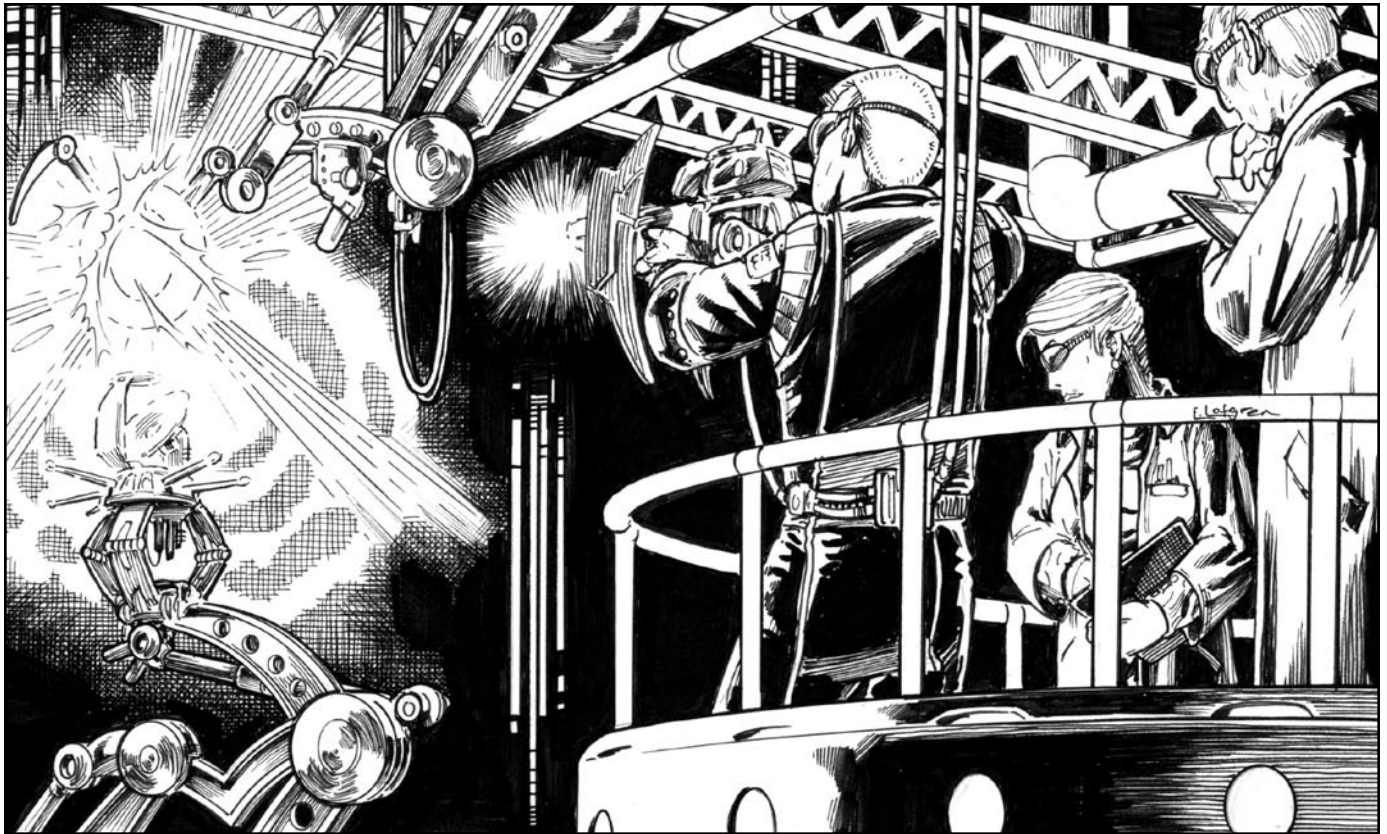
Like Drake-Victoria, its primary competitor, Harmon Industries is a general-purpose defense contractor, with specialties in rocketry, missile design, aerospace, satellites, and infantry weapons. Almost wholly owned by World War II and Korean War hero James Harmon III, HI keeps its main headquarters in New York City but has offices around the country, with its largest satellite offices in Millennium City, Atlanta, and Los Angeles. Harmon's younger son, James IV, lives in a luxurious Grosse Pointe mansion; he halfheartedly manages several divisions of his father's company. It's widely known his family regards him as a bit of a disappointment, since he's done nothing spectacular like his illustrious ancestors, but he doesn't seem to care as long as there's another party he can attend.

IRONWOOD INDUSTRIAL TECHNOLOGIES (IIT)

The other major corporation competing for U.S. space-based defense contracts, Ironwood co-designed the GATEWAY Space Station for UNTIL and also contributed to the creation of the V-Jet. Originally based in Chicago, Ironwood moved to Millennium City in 1996; it has a large manufacturing facility in North Detroit and corporate offices downtown. Its CEO, James J. "Jay" Rowell, recently got divorced; the gossip columnists consider him one of Millennium City's most eligible bachelors.

KENDRICK & COMPANY

Darryl Kendrick, a chemistry professor at Millennium City, founded this small company in 1997 after accidentally creating Kendrium, a titanium-steel alloy much stronger than ordinary steel but not much heavier. Thanks to a loophole in the patent laws, he patented the process of making the material while keeping the actual chemicals involved as a trade secret. He's received several subcontracts from government contractors to manufacture armor plating for tanks and other vehicles.



PHAROS INDUSTRIES

Pharos Industries may be the only conglomerate on Earth that can challenge ACI for breadth of interests. Headquartered in Millennium City, and well-known for its distinctive “lighthouse” logo and skyscraper headquarters (see pages 89-90), Pharos competes directly with ACI in fields like electronics, construction, finance, and shipping. Its most successful subsidiaries include Rabben Kybernetikk (a Vienna-based company specializing in medical cybernetics, artificial limbs and organs, and other biotechnological interfaces), Belanger Transportation Infrastructure (the company that designed and built Millennium City’s “Smart Roadway” system), Taurus Supercomputers, and Delphinus Shipping Lines.

Pharos’s CEO, Linda McCormack, has become something of a local celebrity with her good looks, glamorous parties, and lavish gifts to charity. However, the Board of Directors as a group has a great deal more power within the company structure.

REGENT ENERGY

One of the world’s largest oil companies, Regent keeps its headquarters and the bulk of its employees in Oklahoma, where Marshall Atwood founded the company in the 1920s. However, Regent is also quietly at the forefront of explorations into alternative energy sources, and its Millennium City office houses several of the world’s top scientists working on breakthroughs in solar power, geothermal energy, and synthetic replacements for gasoline.

WHITCOMB INCORPORATED

Like DVI and Ironwood, Whitcomb participated in the design and building of the V-Jet for the Champions. Located in Milwaukee, Whitcomb’s success as an aerospace firm has mostly come in airplane design and manufacture. It has little connection to Millennium City itself except that it regularly winds up partnered with local corporations on government space projects, like the design of the latest round of Space Shuttles. It also holds the exclusive contract to provide planes for Liberty Air

Chemicals, Pharmaceuticals, And Medical Technology

CAMBRIDGE BIOTECHNOLOGY

A London-based company with extensive holdings in the United States, Cambridge Biotech primarily focuses on the fields of medicine, pharmaceuticals, and genetics. It holds multiple profitable patents on manufactured organisms such as retrovirii and helpful bacteria. The first company to actively study the nature of psionic powers, it has conducted extensive research into the neurochemicals that seem to be related to the presence of superhuman mental abilities. As a side effect of these studies, Cambridge has developed some of the most effective tests for detecting and cataloging psionic abilities, and has spun off a number of smaller companies that it licenses to use these tests to provide the court systems of various countries with documentation of the existence and nature of such powers in individuals (see *Champions Universe*, page 50). But most Americans know Cambridge Biotech primarily because of its celebrity employee, the public super-simian Dr. Silverback.

DR. SILVERBACK

Val	Char	Cost	Roll	Notes
28	STR	18	15-	Lift 1,200 kg; 5 ½d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
23	CON	26	14-	
14	BOD	8	12-	
30	INT	20	15-	PER Roll 16-
20	EGO	20	13-	ECV: 7
18	PRE	8	13-	PRE Attack 3 ½d6
8	COM	-1	11-	
9	PD	3		Total: 17 PD (11 rPD)
5	ED	0		Total: 13 ED (11 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
11	REC	0		
46	END	0		
40	STUN	0		Total Characteristics Cost: 152

Movement: Running: 6"/12"
Swimming: 0"/0"

Cost	Powers	END
75	<i>Assorted Devices:</i> Variable Power Pool, 60 base + 30 control cost; OAF (-1)	0
30	<i>Tangleweb Rifle:</i> Entangle 6d6, 6 DEF; OAF (-1), 16 Charges (-0)	[16]
7	<i>Arm Swing:</i> HA +2d6; Hand-To-Hand Attack (-½)	1
8	<i>Bite:</i> HKA ½d6 (1d+1 with STR); Reduced Penetration (-¼)	1
4	<i>Roar:</i> +10 PRE; Incantations (-¼), Only For Fear-Based Presence Attacks (-1)	0
3	<i>Thick Skin:</i> Damage Resistance (3 PD/3 ED)	0
5	<i>Powerful Mind:</i> Mental Defense (9 points total)	0
10	<i>Combat Jumpsuit:</i> Armor (5 PD/5 ED); OIF (-½)	0
-2	<i>Nonswimmer:</i> -2" Swim	
3	<i>Heightened Senses:</i> +1 PER with all Sense Groups	0
5	<i>Feet Like Hands:</i> Extra Limbs (2)	0

Perks

40	<i>Laboratory:</i> 200-point Base
3	Computer Link: Champions
10	Computer Link: UNTIL
15	Contact: Cambridge Biotech 13- (very useful Skills/resources, organization)
12	Contact: The Champions 11- (very useful Skills/resources, organization)
9	Contact: New Knights Of The Round Table 8- (very useful Skills/resources, organization)
12	Contact: UNTIL 8- (extremely useful Skills/resources, organization)
12	Contact: NASA 8- (extremely useful Skills/resources, organization)
7	Money: Wealthy (\$2,000,000 per year)
6	Reputation: celebrity hero (worldwide) 14-, +2/+2d6

Talents

6	Combat Luck (3 PD/3 ED)
5	Eidetic Memory
3	Lightning Calculator
4	Speed Reading (x10)

Skills

10	+2 Gadget Pool devices
4	+2 OCV with Arm Swing
10	+2 with Intellect Skills
3	Acrobatics 13-
3	AK: Millennium City 15-
2	AK: London 11-
3	AK: World 15-
5	Breakfall 14-
3	Climbing 13-
3	Combat Driving 13-
3	Combat Pilot 13-
3	Computer Programming 15-
3	Conversation 13-
3	Criminology 15-
3	Demolitions 15-
3	Electronics 15-
3	Forensic Medicine 15-
5	High Society 14-
3	Inventor 15-
2	KS: Millennium City Politics 11-
3	KS: Law 15-
3	Mechanics 15-
3	Oratory 13-
3	Paramedics 15-
3	Security Systems 15-
3	Stealth 13-
2	Survival (Jungle) 15-
3	System Operations 15-
3	Linguist
1	1) Arabic (fluent conversation; English is native)
1	2) Cantonese Chinese (fluent conversation)
1	3) French (fluent conversation)
1	4) German (fluent conversation)
1	5) Japanese (fluent conversation)
1	6) Latin (fluent conversation)
1	7) Mandarin Chinese (fluent conversation)
1	8) Russian (fluent conversation)
1	9) Spanish (fluent conversation)
1	10) Swahili (fluent conversation)
3	Scientist
7	1) SS: Genetics 20-
5	2) SS: Zoology 18-
2	3) SS: Astronomy 15-
2	4) SS: Biochemistry 15-
2	5) SS: Biology 15-
2	6) SS: Biophysics 15-
2	7) SS: Botany 15-
2	8) SS: Chemistry 15-
2	9) SS: Geology 15-
2	10) SS: Math 15-
2	11) SS: Medicine 15-
2	12) SS: Metallurgy 15-
2	13) SS: Microbiology 15-
2	14) SS: Nuclear Physics 15-
2	15) SS: Organic Chemistry 15-
2	16) SS: Pharmacology 15-
2	17) SS: Physics 15-
2	18) SS: Robotics 15-
2	19) SS: Subatomic Physics 15-
2	20) SS: Surgery 15-
2	21) SS: Veterinary Medicine 15-

Total Powers and Skills Cost: 458

Total Character Cost: 610

200+ Disadvantages

- 10 DNPC: Dr. Dina Morrison (former girlfriend) 11- (Normal, useful Skills)
- 15 Hunted: Dr. Phillippe Moreau 8- (As Pow, Kill)
- 20 Hunted: Eurostar 8- (Mo Pow, Kill)
- 15 Physical Limitation: Inconvenient Size And Proportions (Frequently, Greatly Impairing)
- 20 Psychological Limitation: Protective Of Innocents (Common, Total)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 15 Psychological Limitation: Outgoing And curious (Common, Strong)
- 15 Social Limitation: Public Identity (Frequently, Major)
- 10 Social Limitation: Discriminated against by speciesists (Occasionally, Major)
- 270 Experience Points

Total Disadvantage Points: 610

Background/History: The gorilla the world would come to know as Dr. Silverback was born somewhere near Mount Visoke in Rwanda in the early 1970s. Poachers took him from his tribe when he was still preadolescent. He went from one owner to another until Doctor Phillippe Moreau acquired him in 1982 and brought him to a secret Ukrainian laboratory. There, the famed criminal geneticist subjected the young ape (and several other test animals) to a series of experiments involving radiation, genetic manipulation, and mysterious chemical baths. In 1984, Moreau finally achieved a breakthrough, mutating the gorilla to human intelligence and even beyond.

At first, the confused ape considered Moreau his master. He assisted him in the laboratory and improved his haphazard experimental style. Together, the two created a small cadre of intelligent animal-men, sometimes surgically altering their forms, making them more humanoid so they could speak, stand upright, and use tools. Moreau intended to use this army of animal-men to perpetrate crimes to raise funds for further experiments, and sent his first group to begin a wave of robberies in London in the summer of 1985. This group battled the British superhero team known as the New Knights of the Round Table, which tracked

the group back to Moreau and teamed with the Russian hero Quake to storm Moreau's compound and defeat the animal-men. Silverback, who had come to realize the criminal nature of his creator, turned on his former master and helped the heroes defeat him. After the battle, the Knights left the compound in the hands of the animals, most of whom were not particularly criminal and were grateful for their freedom. They wanted Silverback as their leader, but instead he chose to travel to England with his newfound friends.

In England, Silverback soon got a job working with Cambridge Biochemical Industries, a high-tech corporation with ties to the New Knights. There, he

met Dr. Dina Morrison, a chemist who took it upon herself to help him adjust to human society. This he began to do with great gusto, absorbing human art and culture voraciously while helping Cambridge develop a number of useful pharmaceuticals and medicines. He also periodically assisted the Knights in battling various menaces, including Eurostar, Samhain, and VIPER (which had recruited Dr. Moreau).

Eventually Silverback applied to the British government for official citizenship. With the assistance of the famous lawyer

St. John Simons and the support of Morrison, Cambridge Biochem, and the New Knights, Silverback won a landmark case establishing himself as legally equal to a human being and a naturalized citizen of the British Empire. This precedent has become a landmark in superhuman law, cited over and over again in cases involving the legal status of robots, aliens, and the undead.

In 1994, Dr. Silverback moved to Millennium City to work in the new American offices of the renamed Cambridge Biotechnologies. By this

EXAMPLE POWERS FROM ASSORTED DEVICES POWER POOL

Here are a few example gadgets that Dr. Silverback might carry. He tends to favor devices that restrain or hinder his foes without inflicting serious permanent injury.

Enervator Ray: Usually built into pistol form (but occasionally into a bracer or goggles), this weapon projects a beam that weakens and sickens the target, causing him to become faint and perhaps even pass out.

Drain STUN 4d6, Ranged (+½) (60 Active Points); OAF (-1), Beam (-¼), 10 Charges (-¼). Total cost: 24 points. (OIF version: 30 points.)

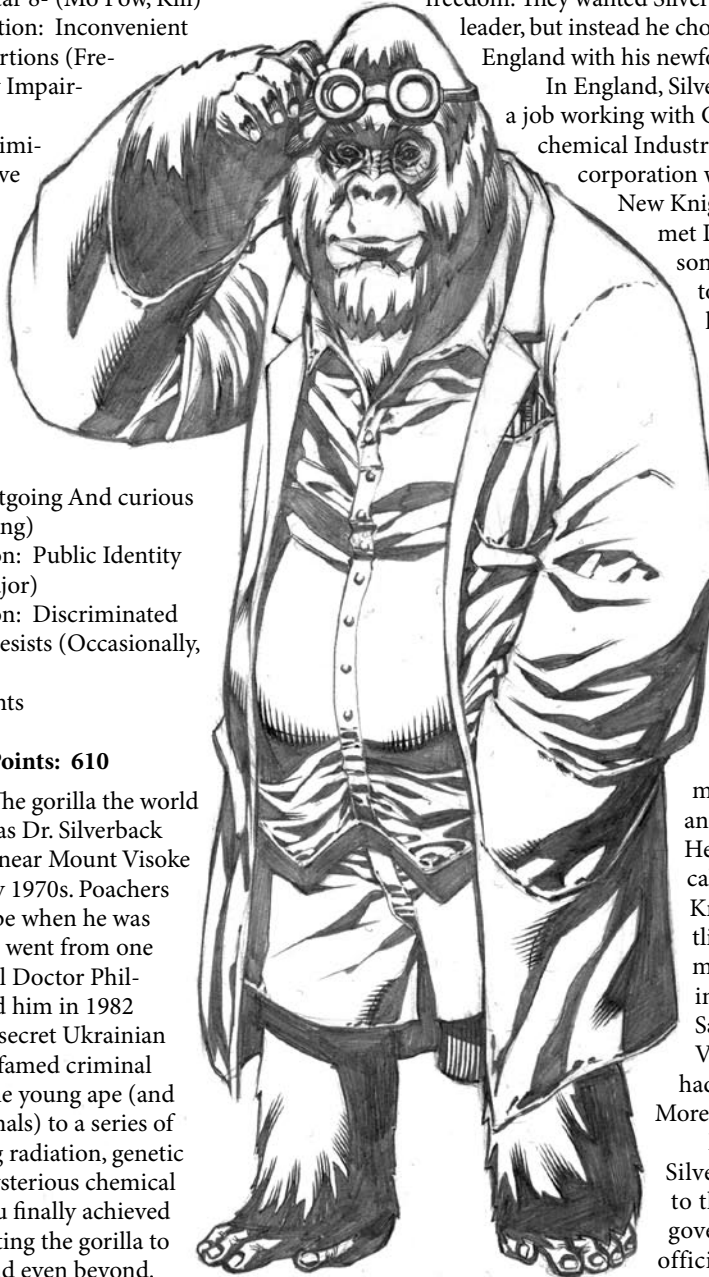
Sensory Overload Grenades: This weapon emits a combination of bright light, deafening sound, overwhelming stench, and radio static that temporarily renders a person insensate.

Sight, Hearing, Smell/Taste, and Radio Group Flash 9d6 (54 Active Points); OAF (-1), 4 Charges (-1). Total cost: 18 points.

Spectrum Goggles: These goggles give Dr. Silverback the ability to see in spectra his eyes cannot normally perceive.

Infrared Perception, Nightvision, and Ultra-violet Perception (all Sight Group) (5 Active Points each); each OAF (-1). Total cost: 6 points.

Tangleweb Rifle Expansion Pack: This attachment provides extra tangleweb fluid for the Tangleweb Rifle, allowing it to project more



Continued from last page

shots using more fluid (which makes for stronger Entangles).

Increase Tangleweb Rifle to Entangle 8d6, 8 DEF with 30 Charges (+¼) (40 Active Points); OAF (-1). Total cost: 20 points.

point, his legal battles and charming personality had made him a celebrity around the world. He regularly appeared on talk shows as an expert on “superhuman affairs,” all the while continuing to earn degrees in various fields of science. He shocked the world by dating human women (first Dr. Morrison, though they are now “just friends,” and more recently opera singer Judith Kerr), angering various hate groups and religious fundamentalists. He also offered his services to Defender and the Champions as scientific adviser, a position he continues to hold. By 2003, Dr. Silverback is one of the most recognizable superhumans on the planet,

with his own laboratory in the Cambridge Biotech headquarters, a regular weekly talk show on SNN, and a permanent spot on all of the best party invitation lists in Millennium City.

Personality/Motivation: Dr. Silverback is a dynamo of energy as well as one of the most intelligent beings on the planet. Equally comfortable discussing cutting-edge astrophysics as a guest lecturer at Harvard or cheering for the Millennium City Tigers from his season ticket seats behind home plate (and don't think of suggesting he should watch from a box seat!), he has friends around the world at all levels of society. A charming and fascinating public speaker and an astounding multitasker, he can simultaneously carry on several conversations while monitoring a lab experiment, playing chess against his lab computer, and dribbling a basketball with his feet. He periodically takes up new hobbies and then abandons them after a few weeks of intense immersion; one week he's fascinated by *bonsai*, the next he's reading everything he can get his hands on about the Peloponnesian War, and after that he's decided to collect model trains.

Doctor Silverback is a powerful advocate for the rights of superhumans, and also for protecting the environment. (In fact, one of his closest personal friends, the hero Amphibian, is well known for his work for Greenpeace.) These public stances have earned him a number of powerful enemies, including the IHA, Senator Philip Glassman, and several extremist religious groups. He has a fairly pugnacious attitude towards his detractors, publicly ridiculing those who want to debate his views while battling those who prefer their combats physical. Much of the money he earns from his patents goes to purchasing land in Rwanda for a wildlife refuge.

Silverback has fully adopted the life of a public superhero, though he certainly realizes he doesn't have the power to battle most superhuman menaces directly. Instead, he acts as an adviser and armorer for teams like the Champions, working feverishly in the lab to come up with solutions for their problem of the week.

Quote: “It's absolutely fascinating! I've never seen such an elegant design. I'd be more impressed if it wasn't trying to kill us, though — *gangway!!!*”

Powers/Tactics: Silverback is a fully-grown adult mountain gorilla with tremendous strength and agility, but his greatest asset is his superhumanly-powerful mind. As one of the foremost inventors of cutting-edge technology in the world, he frequently carries a number of small gadgets into battle. His favorite weapon is his tangleweb gun, which he uses to bring down opponents without harming them physically.

Campaign Use: Dr. Silverback makes an excellent supporting character for a group of PCs who don't have a top-level scientist, allowing them to leave somebody “behind in the lab” while they take more active roles. His landmark legal battles may provide a basis for similar suits involving any non-human PCs. He also gives players a familiar, friendly face on television whenever the story requires a super-celebrity.



Silverback would never Hunt another hero, unless he mistakenly believed that hero was a criminal. In that case, he'd use his intellect, contacts, and gadgetry to stalk and capture the hero, rather than trying to mix it up with him physically.

If you want to make Dr. Silverback less powerful, reduce his Gadget Pool to 40 points, get rid of some of his more esoteric Science Skills, and reduce his Characteristics a bit. To make him more powerful, increase the size of his Gadget Pool.

Appearance: Dr. Silverback is a male mountain gorilla, standing approximately 5'6" and weighing about five hundred and fifty pounds. He is covered with short black fur that shades to silver on his upper back. While he can stand upright if he wants, he slumps over into the typical knuckle-walking stance of an ordinary ape when distracted. He regularly dresses in white lab coats in the lab, and favors loud Hawaiian shirts and tailored shorts in casual situations. When going into battle he wears a light-blue armored bodysuit and large goggles.

DEW CHEMICAL COMPANY

Dew Chemical, formed in Detroit in 1954, is one of the few major corporations currently active in Millennium City that has been here since before the Battle of Detroit. One of the largest chemical companies in the United States, Dew has extensive production programs in the fields of plastics, adhesives, sealants, herbicides, pesticides, and other biotechnology research and development. Its CEO, James Rudolph, is a chemical engineer who most recently headed the Hong Kong office and was elected President after a bitter proxy battle in 2001.

Although Dew employs many noted scientists, the most famous is probably research chemist Luther Beckett, who heads the R&D department. With the help of his lab assistant, Brendan Grant, he's made a number of major breakthroughs in the fields of synthetic adrenaline-analog compounds and glycoproteins.

FORDHAM CHEMTECH

A materials manufacturer based in Los Angeles, Fordham Chemtech dominates several niche (and not-so-niche) markets, including insulation, microchip manufacture (and other industrial silicones), and films and other materials for the medical industry. It also competes with several other larger corporations in various fields through its subsidiaries, including Regor, a manufacturer of malleable memory plastics.

GENEX LABS

Founded in 1978 at the beginning of the boom in recombinant-DNA engineering, Genex only produces about twenty products, most of them medicinal treatments for a range of diseases. However, ever since Managing Partner Lucius Alexander developed the Cyberline treatment in 1985 and began using it to help PRIMUS create their cadre of Silver Avengers, Genex has become a highly-profitable and influential corporation. It keeps its headquarters in its original hometown of Reston, Virginia, but has a large office in Millennium City.

Financial Services

NATIONAL UNION BANK

Though the greater Millennium City area has several large banks (including First American Financial, USBank, and SB&T), National Union is both the largest and generally most influential, since almost 40% of its portfolio is in real estate loans in the city and immediate suburbs. A mutual holding company that also runs investment and asset management advisory services owns a majority share of NU.

TYCHON-MAXWELL HOLDINGS

Tychon-Maxwell Holdings is an investment and insurance firm notable for owning Maxwell Insurance, which offers the most comprehensive "Acts of Superhumans" coverage available. For obvious reasons, property insurance in a city with a large superhuman population can become outrageously expensive, so Millennium City passed laws setting the maximum rates insurers can charge. Many of the larger insurance companies looked at the rates set by the city and refused to offer coverage for property within the city limits. Maxwell was one of the few that agreed to abide by the city's terms, and it received several city contracts as well as the Champions' policy for property damage claims incurred in their active duties fighting crime and saving lives. In Maxwell's opinion, the publicity justifies the occasional massive payout after a battle in the streets, and advertisements featuring Sapphire are just icing on the cake.

Media

ADAIR MEDIA ENTERPRISES

The single largest media conglomerate in the world, Adair Media, has interests in traditional publishing, television and movie production, and also on the Internet as one of the Web's leading portals. The members of the far-flung Adair family, all aggressive and publicity-hungry, compete with each other even more than with rival companies. Several of them live in Millennium City, including Lewis Adair (who runs WTFL), Gemma Adair (one of the city's leading socialites and party-givers, who runs Adair Publishing along with her husband Peter Shopay), and Theresa Adair (only seventeen but already a heartbreaker and well-known in the city's underage clubs and restaurants).

FITZARTHUR PUBLISHING COMPANY

Fitzarthur Publishing produces an eclectic collection of books and magazines under various imprints and subsidiaries, including several occult, self-help, and pop psychology titles. They also own Gold Medal Comics, publishers of the *Justice Squadron* licensed comic, for which current *Champions* scribe Steve Short wrote before he was fired under mysterious circumstances. The chairman of Fitzarthur, Jacob Gibbs, lives in New York City not far from the company's main offices.

THE MILLENNIUM CITY BAR

Where business goes, lawyers follow. The legal community in Millennium City is large and thriving, with a great diversity of styles, degrees of competence, and approaches to client representation. Some of the most prominent firms and lawyers in town include:

Turner, Watkins, Graves, & Neville: Attorneys for several major corporations, including DVI, Turner, Watkins has a well-deserved reputation for ruthless, aggressive tactics. Anyone who sues one of its clients can expect a blizzard of intrusive paperwork and countless pre-trial motions.

Meskind & Glenn, LLC: A small "boutique" firm specializing in high-profile criminal defense work, M&G is best known for its representation of supervillains such as Ankylosaur, Thorn, and Cateran. However, it takes plenty of less glamorous cases, including many small *pro bono* matters for people it believes the authorities have unjustly accused.

William W. Jones: Despite his 60-odd years and grey hair, Bill Jones still carries himself with a flair and flamboyance that attracts cameras... and clients. He represents plaintiffs in personal injury, professional malpractice, and class action suits, and has won enough of them to make himself a millionaire many times over. He's taken a few cases involving superhumans and would gladly take more; the publicity makes it worth his time even if he loses.

Continued from last page

Piper, Forbis, Rich, & Hinshaw: A general-purpose law firm, PFR&H has in recent years developed a small but experienced intellectual property department specializing in super-technology and related issues. It's helped Cavalier and several other superhumans fend off challenges to the ownership of their inventions.

MeLinda Breckenridge: Young, attractive, and fiery-tempered, MeLinda Breckenridge comes from a wealthy family and doesn't need a job. She puts her law degree to work representing abused children and other disadvantaged persons who otherwise couldn't afford an attorney's help. She also does legal work for a number of left-wing organizations.

BRANSFIELD BOOKS

The largest publisher in Millennium City, Bransfield turns out endless supplies of romance, science fiction, horror, and true-crime paperbacks, all available at grocery stores and airports across the country. Their most recent hot genre, "Super-True Crime," features instant books generally of shoddy quality that claim to offer "the *real* story" behind the latest supervillain to capture the interest of the public.

Computing

AMERICAN BUSINESS MACHINES (ABM)

One of America's largest companies, ABM manufactures computer hardware and microtechnology from PCs, to mainframes and servers, to peripherals. In late 2002, Chairman Frederick Held announced his retirement at the age of 63, "while I'm still young enough to enjoy myself." The company is conducting a nationwide search for a new top officer.

Based in Kimball City, California (practically a company town, with over 40,000 of its 65,000 inhabitants employed in some way by the firm), ABM has a large satellite office in Millennium City. It was one of the companies that contributed to the Champions — it helped Defender design the hardware for the SOCRATES base computer.

FUTURESCOPE

A leading Millennium City software company, the relatively small and struggling FutureScope got a big boost several years ago. Victor Eversole and Dr. Silverback selected its brilliant young artificial intelligence researcher and programmer Scott Gray to design the software for the SOCRATES computer system at Homestead (a choice that caused considerable problems at FutureScope's chief rival, ProStar). SOCRATES has held up pretty well over the two years since it was installed, and Gray has become one of the most sought-after programmers in the world. He's currently designing a similar but even more powerful system for PRIMUS.

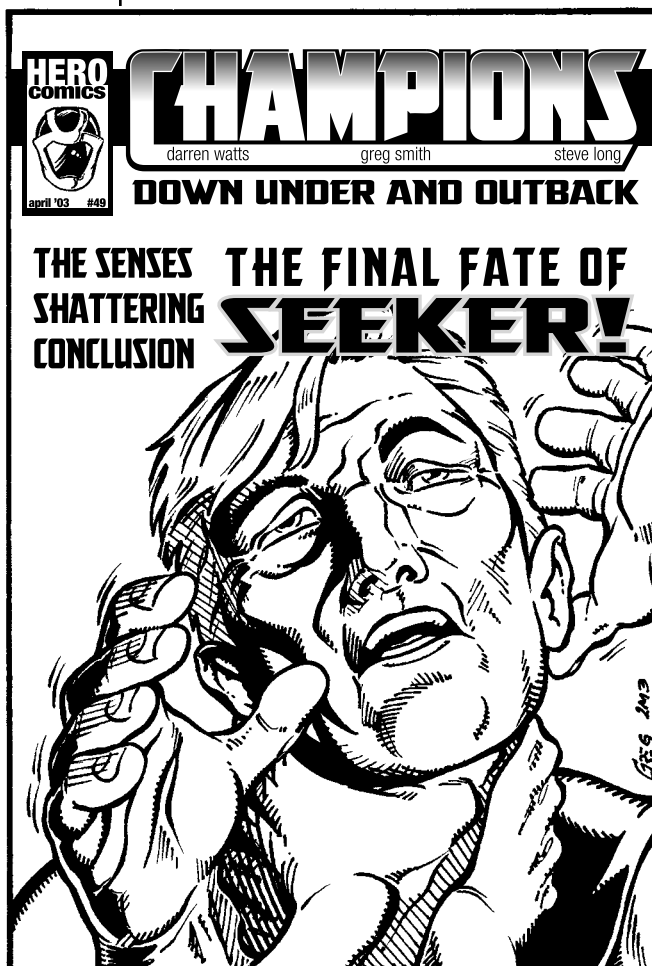
THE MARTIAL WORLD

The Martial World in Millennium City is still recovering from the effects of the Battle of Detroit. The fighting between Destroyer and the world's superheroes destroyed several major dojos and killed more than a few world-class fighters, including kung fu master Huán Zemin, aikidoka Kagabu Tameaki, and tae kwon do practitioner Stacy Carmichael. Many promising students drifted away to other cities during the rebuilding.

Things took a turn for the better in 1998, when an aged Chinese master named Zhu Hsaio founded a *kwoon* in the Cultural Center district. Although too old to fight himself, he was quite capable of teaching, and his chief student, Steve Chase, could do both. No one in the Martial World had ever heard of Zhu, but he quickly proved his worth and began attracting promising students.

Drawn by this revitalization, other martial artists started their own schools. While it doesn't yet have the breadth or depth of talent seen in San Francisco, Los Angeles, or New York (and probably never will), Millennium City is making its mark once more. Students from its aikido, kung fu, and karate schools have all won prizes at national tournaments, and a few fighters have set up schools teaching far more obscure fighting styles.

All of this activity inevitably spilled over to the Superhuman World, spawning a hero and his adversary. The hero, Nightwind, appears to use a variety of semi-mystical techniques in addition to hsing-I and kung fu; he also carries two pistols, which certainly sets him apart from other martial artists. The villain, a red-garbed man called Jade Phoenix, uses kung fu and several *ch'i* powers, including a fearsome *dim mak* attack. Additionally, the supervillain Green Dragon has committed several crimes in Millennium City, and in October 2002 Shadowdragon and Nightwind squared off in a battle at the Westside Mall that resulted in the villain's capture but caused nearly a hundred thousand dollars' worth of property damage.



NIGHTWIND

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
27	DEX	51	14-	OCV: 9/DCV: 9
20	CON	20	13-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	

10	PD	6		Total: 19 PD (9 rPD)
10	ED	6		Total: 19 ED (9 rED)
6	SPD	23		Phases: 2, 4, 6, 8, 10, 12
8	REC	0		
40	END	0		
40	STUN	8		Total Characteristics Cost: 145

Movement: Running: 9"/18"
Leaping: 8"/16"

Cost	Powers	END
60	<i>Yengtao Abilities:</i> Multipower, 60-point reserve	
3u	1) <i>Fists Of Yengtao:</i> HA +9d6; Hand-To-Hand Attack (-½)	4
3u	2) <i>Knifehand Blow:</i> HA +5d6, Armor Piercing (+½), Reduced Endurance (½ END; +¼); Hand-To-Hand Attack (-½)	2
2u	3) <i>The Fist Of The Five Warriors:</i> HA +5d6, Autofire (5 shots; +½), Reduced Endurance (½ END; +½); Hand-To-Hand Attack (-½), May Only Be Used On A Single Target (-¼), No Knockback (-¼)	2
4u	4) <i>The Sublime Whirlwind Of Cheng-Hwan:</i> HA +5d6, Area Of Effect (2" Radius; +¾), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); Hand-To-Hand Attack (-½)	2
3u	5) <i>The Catapulting Blow Of Loc Sun Pak:</i> HA +5d6, Double Knockback (+¾), Reduced Endurance (½ END; +¼); Hand-To-Hand Attack (-½)	2
2u	6) <i>The First Hand Of The Phoenix:</i> HA +5d6, Indirect (+¼), Reduced Endurance (½ END; +¼); Hand-To-Hand Attack (-½), No Knockback (-¼)	1
1u	7) <i>Killing Strike:</i> HKA 1d6 (2d6 with STR)	1
3u	8) <i>Hiragoyoshi's Waltzing Butterfly:</i> HA +5d6, NND (defense is rigid rPD on vital spots; +1), Reduced Endurance (½ END; +¼); Hand-To-Hand Attack (-½), Only Works On Humans (-½)	3
1u	9) <i>The Seven Strikes Of Serenity:</i> Entangle 4d6, 4 DEF, Takes No Damage From Attacks (+½); No Range (-½), Activation Roll 14- (-½), Only Works On Humans (-½), 4 Charges (-1), Costs Endurance (-½), Cannot Be Used On The Same Target More Than Once Per Hour (-½) 6/[4]	
2u	10) <i>Zheng Hsiang's Hand Of The Dawn:</i> Sight Group Flash 8d6, NND (defense is rigid eye protection or oddly-located eyes; +½); Activation Roll 14- (-½), Increased Endurance Cost (x2 END; -½); No Range (-½)	12

Martial Arts: Hsing-I, Karate, Kung Fu

Maneuver	OCV	DCV	Damage/Effect
Block	+2	+2	Block, Abort
Disarm	-1	+1	Disarm, 50 STR
Dodge	+0	+5	Dodge all attacks, Abort
Escape	+0	+0	55 STR vs. Grabs
Eagle Claw	+1	-1	Grab One Limb, 50 STR for holding on
Grappling Block	+1	+1	Grab One Limb, 40 STR, Block
Tiger Push	+0	+0	55 STR to Shove
Throw	+0	+1	8d6 +v/5; Target Falls
			+4 Damage Classes (already added in)
			.50 <i>Desert Eagle:</i> RKA 2d6+1, +1
			Increased STUN Multiplier (+¼); OAF (-1), Beam (-¼), Real Weapon (-¼), 9 Charges (-¼) plus +1 OCV; OAF (-1), Real Weapon (-¼) [9]
			.50 <i>Desert Eagle:</i> Another Desert Eagle [9]
			<i>Martial Arts Arsenal:</i> Variable Power Pool, 30 base + 15 control cost; OAF (-1), Only For Martial Arts Weapons (-1) var
			<i>Armored Costume:</i> Armor (6 PD/6 ED); OIF (-½) 0
			<i>Strong Runner:</i> Running +3" (9" total) 1
			<i>Legs Of The Grasshopper:</i> Leaping +4" (8" forward, 4" upward) 1
			<i>Alert And Aware:</i> +1 PER with all Sense Groups 0

Perk

6	<i>Reputation:</i> Mysteriously skilled fighter (the Martial World) 14-, +3/+3d6
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Talents

6	Combat Luck (3 PD/3 ED)
15	Combat Sense 12-

Skills

20	+4 Hand-To-Hand
3	Acrobatics 14-
5	Analyze Style 13-
3	Breakfall 14-
3	Climbing 14-
10	Defense Maneuver IV
2	AK: China 11-
2	CK: Millennium City 11-
2	KS: Chinese Organized Crime 11-
2	KS: Hsing-I 11-
2	KS: Karate 11-
2	KS: Kung Fu 11-
2	KS: The Martial World 11-
2	KS: The Yakuza 11-
2	KS: Yengtao Temple 11-
1	Language: Mandarin Chinese (basic conversation; English is native)
1	Language: Japanese (basic conversation)
2	PS: Martial Arts Instructor 11-
5	Rapid Attack (HTH)
5	Rapid Attack (Ranged)

- 5 Stealth 15-
- 3 Streetwise 12-
- 4 Survival (Mountains, Temperate/Subtropical) 12-
- 10 Two-Weapon Fighting (HTH)
- 10 Two-Weapon Fighting (Ranged)
- 7 WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Off Hand

Total Powers & Skills Cost: 357

Total Cost: 502

200+ Disadvantages

- 5 DNPC: Zhu Hsaio (aged mentor) 8- (Slightly Less Powerful)
- 15 Hunted: Jade Phoenix 11- (As Pow, Kill)
- 20 Hunted: Yakuza 8- (Mo Pow, NCI, Kill)
- 15 Psychological Limitation: Code Of Honor (see text) (Common, Strong)
- 15 Psychological Limitation: Thrillseeker; Loves Danger And Excitement (Common, Strong)
- 15 Psychological Limitation: Proud; Hates To Be Beaten Or Humiliated (Common, Strong)
- 15 Social Limitation: Secret Identity (Stephen J. Chase, martial arts instructor) (Frequently, Major)
- 202 Experience Points

Total Disadvantage Points: 502

Background/History: Steve Chase grew up in California. When he was a kid, he saw the television show *Kung Fu*, and he was hooked. He began studying martial arts intensively, and it turned out he had a real talent for them. He won tournaments, brought home trophies, and earned a name for himself as a skilled, if sometimes overly flamboyant, fighter.

His parents died when he was 18, leaving him uncertain about what to do with his life. After thinking about it a while, he took a suggestion from his sensei and used some of his inheritance to travel to the Far East. He visited and trained in many schools and dojos in Japan and China, learning new techniques and making friends. His skills improved every month, but in the back of his mind a little voice told him he could be even better. There was more he could learn, and he knew it.

Finally someone told him a legend about the Yengtao Temple, where aged masters preserved and taught ancient mysteries and techniques known nowhere else. He tried to learn more about Yengtao, but found nothing more than ridiculous rumors. Convinced it must really exist, he began hiking all over Asia, searching for it in out of the way places.

After many months of fruitless searching, he was about ready to give up and return to America when he can upon a little valley hidden deep in the

mountains. On a mountainside plateau, surrounded by pine trees, stood a temple — Yengtao. The door-keeper, intrigued by the presence of a Westerner, let him in. An old Chinese man named Zhu Hsaio greeted him. After he explained his “quest” in broken Chinese, Zhu laughed. “You could not have found Yengtao were you not fated to come here. The Temple is your home for as long as you choose to stay.”

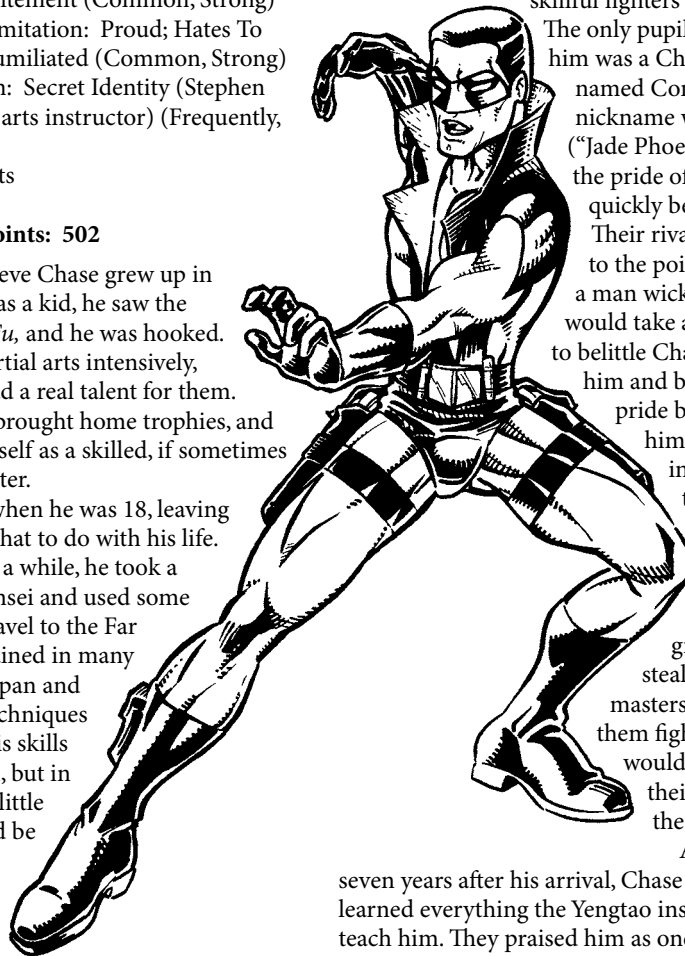
Zhu showed Chase around the Temple. People of all races and ages lived there, studying martial arts and Oriental mysticism. Chase instinctively knew he could learn enough there to fulfill his true potential. He started training under Zhu Hsaio and the other masters. Like all Yengtao students, Chase received a nickname from the masters — *Yèfēng*, “Nightwind,” because he walked so quietly.

Ambitious and talented, Chase chose to study some of the most difficult styles and maneuvers, including the semi-mystical Yengtao arts themselves. He excelled, soon becoming one of the most skillful fighters in the school.

The only pupil who rivaled him was a Chinese youth named Cong Feng, whose nickname was *Qí Fēng* (“Jade Phoenix”). Full of the pride of youth, the two quickly became enemies. Their rivalry escalated to the point where Cong, a man wicked and cruel, would take any opportunity to belittle Chase or to ambush him and beat him. Chase’s pride barely allowed him to tolerate the insults, but he saw the ambushes as a form of practice (even if he lost as many as he won). So great was their stealth that their masters never caught them fighting, which would have meant their expulsion from the Temple.

At last, almost seven years after his arrival, Chase felt he had learned everything the Yengtao instructors could teach him. They praised him as one of their best students ever. Cong Feng received similar praise, but to him it was cold comfort — Cong lusted after power, and he hated Chase and the Yengtao instructors for rivaling his skill.

Cong’s evil scheme to become the only living Yengtao master resulted in the destruction of Yengtao Temple, as has been told elsewhere (*Champions Universe*, pages 60, 121). But Chase and Zhu Hsaio escaped the destruction of the Temple. In 1998 they moved to Millennium City, and Chase used the rest of his inheritance to set up a martial arts school



where he and Zhu Hsaio could teach kung fu.

But the simple life of a martial arts instructor was not Chase's fate. He soon learned of a supercriminal named Jade Phoenix, who used secret martial arts techniques to commit his crimes. It could only be Cong. Unwilling to let his rival flout the law, and eager for a taste of excitement and danger, Chase decided to become a superhero. Creating the costumed identity of Nightwind, he has used his fighting skills in the cause of Justice ever since.

Personality/Motivation: By and large, Nightwind is a good and heroic person who selflessly puts himself in danger's way to keep others from harm. He feels bound by his personal code of honor to help the innocent and right wrongs; he believes he must use his talent for fighting wisely and justly.

However, Nightwind is not without his flaws. Not just honor but a love of thrills and danger drives him to the adventurer's life; he's something of an "adrenaline junkie" and far too inclined to take risks. So far this hasn't gotten him in serious trouble, but eventually it will. Additionally, despite all his martial arts training, he has never really learned the lessons of humility; his pride remains strong. He cannot tolerate insults, taunts, or humiliation, and almost never refuses a challenge to combat. His pride as much as his hatred of evil makes him oppose Jade Phoenix, causing him to act impetuously when he should remain cautious. Zhu Hsaio has admonished him about both of these attitudes on many occasions, but as yet Nightwind has not found it within himself to change his behavior.

Quote: "Guns? Who cares if they've got guns? I can defeat those guys with my Sublime Whirlwind technique!"

Powers/Tactics: A skilled martial artist who's studied such diverse styles as hsing-I, karate, and kung fu, Nightwind possesses something few other fighters of his caliber do: knowledge of secret Yengtao fighting techniques. These special punches, kicks, and blows give him combat options and abilities most martial artists lack.

While he's a deadly hand-to-hand fighter, Nightwind learned early on that his lack of ranged attacks meant thugs with guns could attack him when he couldn't strike back. He soon added two powerful Desert Eagle .50 pistols to his arsenal of traditional martial arts weapons. However, his code of honor prevents him from using any weapons unless his opponent uses a weapon (or a superpower) first; he'd much rather fight with his fists than his guns.

Nightwind's code of honor (and pride) dictate other tactics and approaches as well. He always fights honorably, refusing to attack opponents from behind or when they're at a significant disadvantage — all his victories must be fair and honorable. He won't refuse a challenge to personal combat even when he knows the odds are stacked against them. He treats the elderly and women with respect, not attacking them unless they attack him first or otherwise force his hand.

In combat, Nightwind usually tries to close with his opponents soon as possible. When facing a foe he knows nothing about, he usually delays for a Phase or two, fighting defensively while assessing his enemy's strengths and weaknesses. But sometimes his love of danger and action prompts him to leap right into the thick of things without a second thought. This unpredictability works to his advantage on occasion, but it often gets him into trouble.

Campaign Use: Nightwind is an excellent contact/plot hook for PCs who don't have a martial artist or someone familiar with Asian culture on their team. He has worked with the Champions several times in the past, and could just as easily work with other groups... provided they can handle the fact that he carries guns and sometimes uses them. The MCPD has a sort of neutral relationship with him at present; they recognize his heroism but remain leery of those two big pistols. Since they have no proof he's ever fired the guns, the cops leave him be, but it wouldn't take much to turn him into a wanted man.

If you'd like to make Nightwind more powerful for your game, give him more detective and infiltration Skills (Criminology, Deduction, Lockpicking), and perhaps increase the dice in his Yengtao maneuvers (most of which don't use up the full Multipower reserve). If he's already too tough, remove some of his Multipower slots (or reduce their Active Points), remove some Skills (including all the Rapid Attack and Two-Weapon Fighting ones), and reduce his Characteristics a little.

As a hero himself, Nightwind won't Hunt other heroes unless he's tricked into doing so or thinks the hero is a villain for some reason. As a Hunter, he favors sudden confrontations and one-on-one challenges rather than ambushes or sneaky tactics.

Appearance: Nightwind stands 6'2" tall. His costume consists of black boots, trunks, belt, center chest, shoulders, and gloves, with silver-grey leggings, sides, and arms. The tunic has a v-split front which merges into a high collar — the inside of the collar is silver-grey, the outside black. He carries his two Desert Eagle pistols in black holsters, one on each hip. His mask, a black domino, leaves most of his face uncovered and his short black hair free.

THE MILITARY/ MERCENARY/ TERRORIST WORLD

On a day-to-day basis, Millennium City doesn't interact much with the world of soldiers, mercenaries, and terrorists. However, since the City includes the corporate headquarters and offices of so many significant military contractors, the Pentagon brass regularly visits to evaluate the progress of various projects. The occasional demonstration of a new piece of high-tech equipment in the abandoned mines and quarries outside the city might make a tempting target for thieves and spies.

THE MYSTIC WORLD

A city as devoted to the precepts of science and technology as Millennium City holds little welcome for practitioners of the Hidden Arts. Nevertheless, at least a few mystics have come to call it home, most notably Witchcraft, the mage of the Champions, who grew up in nearby Troy. She spends a lot of time with her close friend, Alicia Blackmun, owner of the Magic Lantern Bookshop (page 82), herself an accomplished mystic who's helping Witchcraft "fine-tune" her arcane powers.

Millennium City had a Demonhame from 1993 until 2001. The Champions uncovered and destroyed it when DEMON launched a plot to covertly take over several corporate leaders with sorcery. Most of the DEMON leaders were revealed to be mid-level executives at various companies, and their arrests caused quite a scandal. The Morbane who headed the local hame was Monica Knowlton, Human Resources Director for the Binary Corporation. After her defeat she burst into a pillar of flame and is presumed dead. Witchcraft remains ever alert for any signs of further DEMON activity or attempts to form a new hame.

THE SUPERHUMAN WORLD

The words "Millennium City" and "superhumans" are synonymous in the minds of many. While the City of the Future may not yet have as large a superhuman community as New York, in just one decade it's become a hotbed of superhero (and villain) activity. Every week seems to bring a report of a new battle between the Champions and some supervillain team, or a criminal plot that a solo hero like Kinetik or Nightwind has barely thwarted.

THE CHAMPIONS

The Champions (*Champions*, pages 181-96) are Millennium City's foremost superheroic defenders. They're on good terms with most of the other superheroes of the city, and have worked with just about all of them at one time or another. Doctor Silverback, Kinetik, and Nightwind all team up with the Champions semi-regularly, and any might make a good candidate for regular membership if the team decides to expand. The city's Silver Avenger, Mayte Sanchez, also has a close relationship with the team (particularly Sapphire; they socialize together). Kodiak and Teknique, the local FBI heroes, generally regard the Champions as friendly rivals — and, when the chips are down, valuable allies. The only heroes who have less than positive relations with the Champions are Cavalier and Binary Man, neither of whom quite meet Defender's altruistic standards.

Homestead

Located a few blocks northwest of Renaissance Center, the Champions' headquarters, Homestead, is smaller than most of the surrounding buildings (only three stories tall) and has no aboveground walkways connected to it. However, it makes up for its lack of height with ground space — the broad, manicured lawns give it a sense of isolation and power that sights such as the V-Jet parked on the roof or superhumans coming and going only reinforce. The only part of Homestead open to the public is the first floor, where Jeanine McGillicuddy, the Champions' receptionist and secretary, determines who gets to see the team and who doesn't.

Appropriately enough, Homestead has over the last two years become the social center of super-hero activity in Millennium City. Heroes who've established a working or social relationship with the Champions usually receive a card that has the team's private phone number and a forgery-proof hologram design. This card allows them access to the team's facilities, like the labs on the third floor, training rooms, gym, and pool in the sub-basement, and the dining and rec room behind the lobby on the first floor. It's not unusual to find two or three superheroes visiting the team, and the Champions often throw private parties for their colleagues when no major crisis demands their attention.

INDEPENDENT HEROES

Not every hero in Millennium City belongs to the Champions or a law enforcement organization. In addition to the aforementioned Kinetik, Nightwind, Dr. Silverback, Cavalier, and Binary Man, a clever young teleporting heroine calling herself Sai (after her trademark weapons) has stopped several crimes in the Grosse Pointe area. An aquatic hero named Hydro seems intent on keeping the waterfronts and waterways in the area (and perhaps throughout the Great Lakes) safe — not just from criminals, but polluters as well.

L'INSTITUT THOTH

The well-known Swiss think tank devoted to the study of parapsychics and superhumanity maintains one of its largest branch offices in Millennium City. The local Director, a brilliant young physicist named Gretchen Harvey, is a 39-year-old African-American woman who was on the faculty at Ohio State until accepting this position two years ago. She has developed a fast friendship with both Defender and Dr. Silverback, both of whom have contributed greatly to her research with scientific information brought back from the field, and in exchange she gives them both free access to most of Thoth's historical records on superhuman activities. The office itself is in a nondescript brownstone in a quiet part of Northside. Unknown to most of its neighbors, it shares a storefront block with a jewelry store, a Red Cross office, and a small, but excellent, Thai restaurant.



CRIME AND PUNISHMENT

Millennium City and the Law

Even the City of the Future still has to deal with those who would flout the law. This chapter looks at the men and women who

stand in defense of Millennium City and her citizens... and the criminals who would threaten or harm her citizens for their own gain.



STOPPING SUPERCRIIME

When supervillains, or villainous organizations such as VIPER, commit a crime in Millennium City, the authorities have several response options. Typically, the MCPD responds first, since it has personnel patrolling the streets of the city at all times. Standard officers try to contain the situation until MARS personnel can arrive, but most officers aren't shy about calling for help from PRIMUS or UNTIL (or even the FBI). All four agencies monitor each others' communications, so they know when a fellow officer needs help. While the MCPD prefers to handle these matters on its own, it's quick to ask for assistance when necessary — better than officers dead due to departmental pride.

Occasionally FBI, PRIMUS, or UNTIL agents happen to be on the scene before the MCPD — either because they were there already by happenstance, they were expecting trouble when the MCPD wasn't, or the crime takes place near their respective headquarters (or some agent's residence). In that situation, the agency notifies the MCPD as soon as reasonably possible, often requesting the presence of a liaison officer to ensure that everyone remains "in the loop." The MCPD sometimes declines to send an officer, preferring to let the

Millennium City fields one of the most effective police forces in the world. Armed with state of the art crimefighting equipment and trained in the latest law enforcement techniques, Millennium City's Finest regularly handle some of the most difficult assignments police officers can ever expect to face.

Behind The Scenes

The Millennium City Police Force consists of approximately 10,000 employees, including about 7,000 officers and 3,000 clerical and support staff, and has an operating budget of almost \$700 million. The Force divides the city into thirteen precincts, each with a Precinct House that serves as a centralized headquarters. A Commander heads each Precinct and reports to the Chief of Police.

The new Chief, recently appointed after the untimely death due to heart attack of George "Sparky" Kelleher in 2001, is James Surhoff, formerly a high-ranking official in the Chicago police department. Much more strict and by-the-book than his predecessor, Surhoff speaks with a slow Midwestern drawl that rapidly becomes a terrifying

yell when he sees officers out of proper uniform. Surhoff has promised much stricter "oversight" of the activities of vigilantes like Nightwind, whom Kelleher supported and assisted. He also seems less inclined to cooperate with popular heroes like the Champions or Dr. Silverback, though the average officer in the street hasn't lost any respect for them.

The Chief reports to the Board of Commissioners, a Mayor-appointed oversight committee of five officials, including the Mayor himself and the Board's Director, Ruth Arnold. A thirty-year veteran of the Detroit Police, Arnold was promoted to Commissioner after most recently serving as Director of the Organized Crime Task Force.

Speciality Units

Apart from the thirteen precincts spread across the city, the Police Force also maintains eleven "specialty units" for dealing with specific types of crime or locations. Those eleven units are:

Air Support: The Millennium City Police Department has six Bell helicopters that it uses for reconnaissance and other duties.



Continued on next page

Bomb Squad: The MCPD Bomb Squad includes ten trained explosives specialists (each with Demolitions 15- or better). The Squad has a fleet of small, boxlike, remote-controlled robots (called “Freddies,” from “find and remove explosive devices”) designed to locate and disarm explosives, or at least contain blasts within their own armored bodies (DEF 12).

Community Outreach: Divided into numerous sub-units, CO attempts to improve and facilitate relations with the community at large, both by providing information and publicity about the efforts of the Police Force as a whole and by specifically working with and answering the concerns of various community organizations. The duties of this unit include holding public education seminars, conducting school visits and “Kid Safety” programs, participating in community training programs, and working with the City Ombudsman to respond to criticism and concerns of private individuals or neighborhood groups.

Crime Analysis: This unit statistically analyzes the activities of the other units to predict their workloads and allocate departmental assets. It also assists with planning and budgeting for the future.

Domestic Violence: While all of the uniformed patrol officers of the MCPD are trained to handling domestic violence cases, this specialized unit provides victims of domestic violence with counseling, shelter, and support; it also helps them with the enforcement of restraining orders.

Gaming: The 35 officers in the Gaming Unit of the MCPD have special training in the policing issues raised by casino gambling in Millennium City, including enforcing the licensing of the casinos themselves (and confirming that the games themselves are all legitimate), background checks on casino owners and employees, and undercover investigations. The casinos reimburse the city for the expenses and salaries of the Gaming Unit through the city’s Gaming Commission.

Harbor Master: The Harbor Master unit handles crimes and licensing issues on the Detroit River, including enforcing boating safety and inspections of the docks and wharves along the waterfront. One of the unit’s subdivisions is the Underwater Search and Rescue Team, four master divers trained for shallow dives in the swift-moving and cold Detroit River.

Mounted: The MCPD fields twelve mounted officers, who primarily handle patrols in Memorial Park and other areas where police cars are not an option. These units also regularly visit schools and community centers and work with the Community Outreach programs.

Narcotics Special Enforcement: This unit specializes in undercover transactions and stings against drug dealers in Millennium City; it also coordinates the Department’s efforts with various other anti-drug community agencies. The Department formed the unit in 1994 when Crime Analysis reported a higher-than-usual number of street

dealers moving back into the city to take advantage of buildings damaged during the Battle of Detroit and later abandoned.

Superhuman Crimes: This unit consists of two subdivisions: the MARS Unit (see below); and the Superhuman Crimes investigative unit, consisting of about fifteen detectives with experience in crimes involving superhumans. This unit works closely with the various sanctioned superheroes in the city, including the Champions.

Tactical Services Section: Tactical Services is an umbrella term for several smaller units specializing in specific tactics, such as the SWAT team, the hostage negotiation unit, the K-9 unit, the sniper unit, and riot control teams. Some crossover occurs among these units; individual officers, depending on their training and background, may work with more than one of them.

MARS UNITS

Millennium City introduced the world’s first Metahuman Activities Response Squad, or MARS, in 1995, and dozens of other cities have duplicated the program since. Constantly integrating the latest mass-produced technology into their suits, the MCPD MARS officers are an imposing force for law and order, nearly as effective in combat as a small superhero team. Here’s a character sheet for a typical MARS officer:



other agency handle the hassles and paperwork.

When the FBI, PRIMUS, or UNTIL plan to conduct an independent operation within the MCPD’s jurisdiction, they alert the MCPD, which usually sends a liaison officer along. (UNTIL also notifies PRIMUS, which may send its own observer/assistant.) Since both agencies have large complements of agents in the area, they rarely have to ask the MCPD for manpower, but even if they don’t expect a call the MARS units remain on high alert when a mission starts.

Except in rare cases, the agency that first responds to an incidence of supercrime maintains primary jurisdiction over it and gets most of the credit for the “collar.” However, the FBI, PRIMUS, and UNTIL are glad to turn captured supercriminals over to the MCPD if it makes the prosecution situation easier — some crimes are better tried in the state court than federal court.

The FBI and PRIMUS have some jurisdictional friction regarding supercrime. Technically all such matters fall to PRIMUS, but since the FBI covers such a broad spectrum of criminal operations (including organized crime), it often runs across situations involving supervillains. Still irked over having their jurisdiction regarding supercrime taken away and given to PRIMUS, FBI agents are sometimes reluctant to call in the “blue and gold.”

CORPORAL ANTOINE HARRISON

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [2]
16	DEX	18	12-	OCV: 5/DCV: 5
14	CON	8	12-	
11	BOD	2	11-	
13	INT	3	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
13	PRE	3	12-	PRE Attack: 2-½d6
10	COM	0	11-	
6	PD	3		Total: 17 PD (11 rPD)
5	ED	2		Total: 16 ED (11 rED)
3	SPD	4		Phases: 4, 8, 12
6	REC	0		
28	END	0		
25	STUN	0		Total Characteristics Cost: 50

Movement: Running: 7"/14"

Cost	Powers	END
22	MARS Standard Blaster: Energy Blast 9d6; OAF (-1), 4 clips of 8 Charges each (-0)	[8]
6	Nightstick: Hand Attack +3d6; OAF (-1), Hand-To-Hand Attack (-½)	1
Martial Arts: Police Training		
	Maneuver	OCV DCV Notes
4	Choke Hold	-2 +0 Grab One Limb; 2d6 NND (2)
4	Disarm	-1 +1 Disarm, +10 STR
3	Legsweep	+2 -1 STR +1d6, Target Falls
1	Use Art With Nightstick	
1	MCPD Uniform: Armor (1 PD); OIF (-½), Activation Roll 15- (-¼), Real Armor (-¼)	0
16	MARS Armor: Armor (10 PD/10 ED); OIF (-½), Activation Roll 11- (covers Hit Locations 3-4 and 9-14; -1), Mass (Half Mass; -½) plus Armor (6 PD/6 ED); OIF (-½), Activation Roll 8- (covers Hit Locations 5, 7-8, and 15-16; -2), Mass (Half Mass; -½) plus Armor (3 PD/3 ED); OIF (-½), Activation Roll 8- (covers Hit Locations 6 and 17-18; -2), Mass (Half Mass; -½)	0
5	MARS Helmet: Sight Group Flash Defense (8 points); OIF (-½)	0
5	MARS Helmet: Hearing Group Flash Defense (8 points); OIF (-½)	0
2	Athletic: Running +1" (7" total)	1
7	MARS Helmet: Radio Perception/Transmission (Radio Group); OIF (-½)	0

Perks

- 2 Fringe Benefit: Local Police Powers
- 3 Fringe Benefit: Membership (Corporal in the MCPD)

Skills

- 5 +1 with all MARS Weapons
- 2 AK: Millennium City 11-
- 3 Combat Driving 12-

- 2 KS: Military History 11-
- 2 KS: The Law Enforcement World 11-
- 2 KS: MARS Units 11-
- 2 KS: Michigan Criminal Law 11-
- 3 Persuasion 12-
- 2 PS: Policeman 11-
- 3 Shadowing 12-
- 3 Streetwise 12-
- 3 Teamwork 12-
- 4 WF: Small Arms, MARS Equipment

Total Powers and Skills Cost: 117

Total Character Cost: 167

75+ Disadvantages

- 5 Distinctive Features: MARS Armor/Uniform (Easily Concealed)
- 5 Hunted: MCPD 8- (Mo Pow, NCI, Limited Geographically, Watching)
- 15 Psychological Limitation: Thin Blue Line Code Of Honor (Common, Strong)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 47 Experience Points

Total Disadvantage Points: 167

Background/History: An experienced police officer, Antoine Harrison transferred to the MARS Program in 1995 after more than ten years as a patrol officer. He's a native, born in Detroit in 1963, and still knows a lot of the residents of his old neighborhood in North Detroit (he now lives in Westside with his wife and two children). He's seen his share of superhuman battles, and even participated in his unit's capture of Radium when the Ultimates last blasted through town.

Personality/Motivation: Although a competent and honorable cop, Harrison's not much for bureaucracy and following "the book." His "Discharged Firearm" paperwork is always late and haphazardly filled-out. Though he follows direct orders, he trusts his "gut judgment" in the field and sometimes "creatively interprets" his orders once his CO is more than about ten feet away. That said, everything he does is in the interest of protecting his friends, family, fellow cops, and the innocents of the city, at least as he sees it.

Quote: "Freeze! Put the Cosmic Power Rod on the ground *gently*, then put your hands in the air."

Powers/Tactics: Harrison has restricted access to advanced MARS weaponry (see below) depending on the situation, the instructions of his superiors, and the state of the MCPD budget at the time. He believes firmly in the value of direct action and overwhelming firepower, and generally attacks up the middle with the biggest weapon he has.

Appearance: Corporal Harrison, a 39-year-old black male, stands 5'11 and weighs 185; he's in excellent shape. His MARS armor is black with navy-blue highlights; it has extensive padding and plastic or ceramic inserts that vaguely resemble the chest-protector of a baseball umpire. He also wears a leather jacket with "MCPD MARS" stenciled on the back, leather gloves, high motorcycle boots, and a helmet with tinted visor.

Sample MARS Weaponry

In addition to the weapons described on page 60 of *Champions Universe*, here are a few items from the MARS arsenal.

MARS Armor Piercing Energy Rifle: When MARS officers have to face down powerful, injury-resistant villains like Grond or Ankylosaur, the Department sometimes issues them this rifle. However, officers must take extreme care when using it, since a missed shot could easily penetrate a building and hurt a civilian.

RKA 2½d6, Armor Piercing (x2; +1), +2 Increased STUN Multiplier (+½) (100 Active Points); OAF (-1), Two-Handed (-½), 2 clips of 8 Charges each (-¼). Total cost: 36 points.

MARS Augmented Handcuffs: These cuffs, though similar to regular handcuffs, are much sturdier, and thus capable of holding supervillains who could escape from normal ones. They enclose the entire hand so that a captive cannot escape with Contortionist or Lockpicking.

Entangle 4d6 (standard effect: 4 BODY), 8 DEF, Takes No Damage From Attacks (+½) (90 Active Points); OAF (-1), Cannot Form Barriers (-¼), Set Effect (hands only; -1), No Range (-½), Must Follow Grab Or Target Must Be Willing (-½), 1 Recoverable Charge (-1¼). Total cost: 16 points.

MARS Pacifier: This device straps onto an unresisting or stunned target and keeps him in a semi-conscious stupor with powerful but nonlethal inhalants and drugs.

Drain STUN 4d6, Delayed Recovery Rate (regains 5 points per 20 Minutes; +¾), Continuous (+1) (110 Active Points); OAF (-1), 1 Continuing Charge lasting 1 Hour (-¼), Extra Time (Extra Phase to activate; -¼), Maximum Effect (can only reduce target to -10 STUN and keep him there; -¼). Total cost: 40 points.

MARS “Screaming Mimi” Incapacitator Grenade: This weapon blinds and deafens a supercriminal, making him an easy target for MARS officers’ shots.

*Sight Group Flash 8d6, Area Of Effect (One Hex; +½) (60 Active Points); OAF (-1), 4 Charges (-1), Range Based On STR (-¼) (total cost: 18 points) **plus** Hearing Group Flash 8d6, Area Of Effect (One Hex; +½) (36 Active Points); OAF (-1), 4 Charges (-1), Range Based On STR (-¼), Linked (-½) (total cost: 10 points). Total cost: 28 points.*

Cops On The Street

Even Millennium City’s regular uniformed officers have excellent training and cutting-edge equipment. Police cars come with powerful mini-computers connected to a mainframe at the Precinct Headquarters, thus allowing officers to quickly search the MCPD database while in the field. Officers carry MC-111A handheld computers with the same link-up to the database, and that can also connect to the security cameras of stores, allowing them to see what’s happening inside before leaving the safety of their cars. The MC-111A can take remote readings from a Vehicle Control Chip, and has a built-in laser scanner for processing registrations and searching national databases of license plates.

MCPD EQUIPMENT

Here are some examples of equipment carried by typical Millennium City patrol officers. They also carry standard police equipment (such as handcuffs, radios, and the like).

MCPD Uniform: Woven from the latest fully-flexible impact-resistant threads, a patrol officer’s uniform affords a small measure of protection against gun and knife wounds.

Armor (1 PD) (3 Active Points); OIF (-½), Activation Roll 15- (-¼), Real Armor (-¼). Total cost: 1 point.

MCPD Protective Vest: Over his uniform, a field officer typically wears a vest made from the latest Kevlar weaves. Although not as protective as some vests, it’s lightweight, comfortable, and allows for greater ease of motion.

Armor (+8 PD/+8 ED) (24 Active Points); OIF (-½), Activation Roll 10- (covers Hit Locations 10-13; -1¼), Mass (Half Mass; -½), Real Armor (-¼). Total cost: 7 points.

Ceramic Plate Inserts: *Armor (+4 PD/+4 ED) (12 Active Points); OIF (-½), Activation Roll 10- (covers Hit Locations 10-13; -1¼), Mass (Half Mass; -½), Real Armor (-¼). Total cost: 3 points.*

MCPD Helmet: Officers don’t ordinarily wear helmets on the job, but keep them available in their patrol cars in the event of an emergency. The helmet’s visors provides a heads-up display of information from the officer’s patrol car’s computer, such as neighborhood tactical maps or files on known felons.

*Armor (10 PD/10 ED) (30 Active Points); OIF (-½), Activation Roll 8- (covers Hit Locations 3-5; -2), Mass (Half Mass; -½), Real Armor (-¼) (total cost: 7 points) **and** Mind Link, specific group one mind at a time (MCPD police car computers), No LOS Needed (20 Active Points); OIF (-½), Affected As Sight Group, Hearing Group, and Radio Group Instead Of Mental Group (-½) (total cost: 10 points). Total cost: 17 points.*

MCPD Sidearm: The standard-issue handgun for the MCPD is a specially-designed .45 semi-automatic with a 12-shot clip. Officers usually carry heavier weapons, such as assault rifles and shotguns, in the trunks of their patrol cars in case they need more firepower, and have nightclubs or flashlights they can use as clubs (see Antoine Harrison's character sheet for game statistics).

RKA 2d6-1, +1 Increased STUN Multiplier (+¼) (34 Active Points); OAF (-1), STR Minimum (8; STR Minimum Doesn't Add Damage; -1), Beam (-¼), 2 clips of 12 Charges each (-0), Real Weapon (-¼) (total cost: 10 points) plus +1 OCV (5 Active Points); OAF (-1), Real Weapon (-¼) (total cost: 2 points). Total cost: 12 points.

MCPD Chemical Pellet Rifle: Sometimes bullets aren't the only way to bring down an attacker. This multi-function rifle significantly expands an MCPD officer's tactical options.

Cost MCPD Chemical Pellet Rifle

- 31 *MCPD Chemical Pellet Rifle:* Multipower, 85-point reserve; all OAF (-1), Real Weapon (-¼), Two-Handed (-½)
- 2u 1) *Pepper Foam Pellet:* Sight Group Flash 6d6, NND (defense is completely sealed covering over eyes; +½); OAF (-1), Real Weapon (-¼), Two-Handed (-½), STR Minimum (12; STR Minimum Doesn't Add Damage; -1), 4 Charges (-1) **plus** Drain STUN 2d6, NND (defense is completely sealed covering over eyes; +½), Ranged (+½); OAF (-1), Real Weapon

- (-¼), Two-Handed (-½), STR Minimum (12; STR Minimum Doesn't Add Damage; -1), Linked (-½), 4 Charges (-1)
- 2u 2) *Paint Pellet:* Cosmetic Transform 15d6 (persons or objects into persons or objects colored bright orange, heals back after several hours of scrubbing); OAF (-1), Real Weapon (-¼), Two-Handed (-½), 4 Charges (-1)
- 1u 3) *Rubber Slug:* Energy Blast 8d6 (physical); OAF (-1), Real Weapon (-¼), Two-Handed (-½), STR Minimum (12; STR Minimum Doesn't Add Damage; -1), 4 Charges (-1)

Total cost: 36 points

MC-111A Handheld Computer: The computer has the following abilities:

- 5 *Communications System:* HRRP (Radio Group); OAF (-1), Affected As Sight And Hearing Group As Well As Radio Group (-½) 0
- 7 *VCC Scan:* Detect Information In A VCC (Radio Group), Range, Discriminatory, Analyze; OAF (-1), Affected As Sight Group As Well As Radio Group (-½) 0
- 5 *Laser Scanner:* Detect Information In A Bar Code (Radio Group), Discriminatory, Analyze; OAF (-1), Affected As Sight Group As Well As Radio Group (-½) 0
- 4 *High-Tech Sensors:* +4 PER with Radio Group; OAF (-1) 0
- 11 *Remote Security Camera Link-Up:* Clairsentience (Sight Group), Reduced Endurance (0 END; +½); OAF (-1), Only Through Security Cameras (-½), Affected



	As Radio Group As Well As Sight Group (-¼)	0
6	MCPD Database Link-Up: Mind Link, specific mind (MCPD computer), No LOS Needed; OAF (-1), Affected As Sight Group, Hearing Group, and Radio Group Instead Of Mental Group (-½)	0
1	Homing Beacon: Bump Of Direction; OAF (-1)	0
1	Onboard Computer: Computer (see below); OAF (-1)	0

Val	Char	Cost	Roll	Notes
5	INT	-5	10-	PER Roll 10-
5	DEX	-15	10-	OCV: 2/DCV: 2
1	SPD	0		Phases: 12
Total Characteristic Cost: -20				

Cost Skills

5	CK: Millennium City 14-
2	KS: Contact Information 11-
2	PS: Personal Assistant 11-

Programs

1	Activate Homing Signal Upon Approved Remote Query
1	Send Emergency Call to Precinct House If Specified Protocols Are Not Met
1	Search Reference Material For Information On A Topic

Perks

3	Computer Link: MCPD Database
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Talents

3	Clock: Absolute Time Sense
3	Calculator: Lightning Calculator
3	Instant-On Feature: Lightsleep

Total Computer Cost: 4/5 = 1

Total cost: 37 points

The Millennium City Jail

Attached to the MCPD Headquarters in the City Center is the Millennium City Jail, a facility for holding suspected criminal pending their trials. Criminals convicted of minor offenses may return here to serve out their sentences, but most end up in prisons elsewhere in Michigan.

The jail can hold up to four thousand inmates; counting the guards and other staff, it has a daily population of about 6,500 on the average day. If the authorities need to imprison more than 4,000 people, the overflow gets sent to other jails outside the city. Men and women stay in separate wings; the jail also has separate wings for juveniles and adult inmates. Due to the incidence of supercrime in Millennium City, the jail has four Stronghold-like cells designed to restrain supervillains.

COUNTY OFFICES

Several offices within the Millennium City law enforcement community are actually county-level positions, and serve the entirety of Wayne County. Wayne County does not have a separate Sheriff's Office, however; the MCPD or other police departments fulfills all such functions.

COUNTY PROSECUTOR

As mentioned on page 33, Wayne County has a "Chief County Prosecutor," the local equivalent to a District Attorney. The CP, George Kruger, rarely appears in court himself. He prefers to handle the department's overall management and strategy while leaving the bulk of the courtroom work to his top Assistant Prosecutors, such as Greg Kindersley, Shawnell Jamison, Gayle Finch, and particularly Louise Watson-Carver. Watson-Carver, a white woman 41 years old, has a powerful legal mind and sharp tongue she does not hesitate to use on those who displease her. She and her colleagues have assembled a crack team of junior attorneys and investigators; collectively they have posted an impressive conviction rate of over 80% in major felony cases.

COUNTY MEDICAL EXAMINER

Doctor Marjorie Kiefer, the County's Chief Medical Examiner, runs a department of fifteen examiners who determine the cause and manner of any sudden, violent, or unexplained deaths in the county. Kiefer, a 43-year-old white woman with a dark sense of humor and scratchy voice from too many years of smoking, is a master forensic detective and has helped Nighthawk on at least a couple of occasions. Though she regularly berates him when he shows up late at night at her offices in the County Morgue to discuss some mysterious death or another, she actually enjoys his company and secretly looks forward to their encounters.

The County Morgue takes up the two sub-basement floors of the Medical Examiner's Building, an ornate red-brick building a couple of blocks south of City Hall. Knox and Burke, the two men charged with running the morgue and assisting the medical examiners, creep people out with their morbid jokes; no one likes to go down to visit them.

OTHER LAW ENFORCEMENT



WHEN DOES THE FBI GET INVOLVED?

The Federal Bureau of Investigation has the broadest mandate of all of the various federal law-enforcement agencies. Basically, it investigates all federal crimes not expressly assigned to another agency, like PRIMUS, the Secret Service, or the DEA. This means the FBI has jurisdiction over more than two hundred specific types of crime from drug smuggling, to bank robbery, to counterintelligence, to child pornography, to telemarketing fraud. It also has jurisdiction over kidnappings that cross state lines. In many cases it works closely with local authorities, and it has numerous resources available to help police departments that request its assistance.

The FBI is also the agency of record for dealing with any crimes on Indian reservations, of which there are several near Millennium City. Violations of the Civil Rights Act and the Equal Opportunity Credit Act fall within the FBI's jurisdiction, as do any crimes or threats of crimes against the President, Vice-President, or members of Congress (though the Bureau coordinates its efforts with the Secret Service).

The MCPD, though large and efficient, isn't the only law enforcement organization in Millennium City. Several federal police agencies have offices here as well.

The FBI

The FBI maintains a local field office in Millennium City at City Center. Managed by Assistant Director In Charge Louis Dougherty, the office includes approximately four hundred regular field agents, about five hundred assorted support employees, and two superpowered field agents (Kodiak and Teknique). Dougherty, a white man in his mid-50s, is known as a "by the book" ADIC; he frowns on agents who tend to "improvise" in the field. He has no particular problem working with superheroes as long as they keep him thoroughly informed and are team players; if he feels a hero is "muscling" the FBI out of a crime within its jurisdiction, Dougherty won't hesitate to wrap him up in red tape... or handcuffs, if necessary.

Dougherty's Assistant Special Agent In Charge (ASAC) is Charlie Hemphill, a black man in his early 40s. An experienced field agent newly promoted "upstairs," he's having a hard time adjusting to a desk job and happily rushes out into the field if an interesting case crosses his desk. This tends to annoy his superiors, who would rather he use his skills to train the younger field agents under his command. Hemphill also directly supervises Kodiak and Teknique, providing a buffer between the unorthodox agents and their straightlaced boss.

The Millennium City FBI office has an Information Technical Center, one of five in the United States, where the FBI maintains its computer databases. These include the National Crime Information Center (NCIC), which contains the national fingerprint records, the missing persons directories, and individual state arrest records. These databases are generally available to assist any local authority, including superheroes or teams with any level of state or federal sanction.

Another subdivision of the FBI with a separate office in Millennium City is the Critical Incident Response Group, formed in 1994 as a special task force drawing from several FBI divisions. The CIRG handles emergency responses to major terrorist activities such as bombings or hijackings, as well as hostage and barricade situations; it's often the earliest federal response to any sort of public supervillain activity posing a direct threat to the citizenry or property of Millennium City. The CIRG remains in direct contact with Kodiak, Teknique, and SAC Hemphill at all times, and follows their directions

in the field without question. The CIRG has a bit of a rivalry with PRIMUS, which both does more investigative work (trying to prevent supercriminal activity before it happens, instead of reacting to disasters) *and* has more firepower and armor when the situation gets out of hand.

KODIAK

Val	Char	Cost	Roll	Notes
43	STR	33	18-	Lift 9,600 kg; 8½d6 [4]
15	DEX	15	12-	OCV: 5/DCV: 5
30	CON	40	15-	
16	BODY	12	12-	
11	INT	1	11-	PER Roll 11-
15	EGO	10	12-	ECV: 5
23	PRE	13	14-	PRE Attack: 4 ½d6
6	COM	-2	10-	
17	PD	8		Total: 25 PD (16 rPD)
16	ED	10		Total: 24 ED (16 rED)
4	SPD	15		Phases: 3, 6, 9, 12
17	REC	4		
60	END	0		
54	STUN	1		Total Characteristics Cost: 160

Movement: Running: 9"/18"

Cost	Powers	END
20	<i>Natural Claws:</i> HKA 1d6+1 (2½d6 with STR)	2
	<i>Martial Art: Brawling</i>	
	Maneuver OCV DCV Notes	
4	Disarm	-1 +1 Disarm, 53 STR
4	Punch	+0 +2 10 ½d6 Strike
3	Tackle	+2 +1 8 ½d6 Strike, You Fall, Target Falls
8	<i>Natural Toughness:</i> Damage Resistance (8 PD/8 ED)	0
8	<i>Bulletproof Vest:</i> Armor (8 PD/8 ED); OIF (-½), Activation Roll 13- (covers Hit Locations 9-13; -¾), Mass (Half Mass; -½), Real Armor (-¼)	0
22	<i>Enhanced Healing:</i> Healing 3d6 (Regeneration; 3 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1¼), Self Only (-½)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
2	<i>Furry:</i> Life Support (Safe Environment: Intense Cold)	0
6	<i>Swift:</i> Running +3" (9" total)	1
5	<i>Bear's Nose:</i> Tracking for Normal Smell	0
8	<i>Bear's Senses:</i> +4 PER with Smell/Taste Group	0

Perks

- 6 Computer Link: FBI's National Crime Information Center (NCIC) database
- 3 Fringe Benefit: Federal Police Powers
- 3 Fringe Benefit: Membership: FBI Agent

Talents

- 3 Lightsleep

Skills

- 9 +3 with Brawling
- 3 Combat Driving 12-
- 5 Concealment 12-
- 3 Conversation 14-
- 3 Criminology 11-
- 2 CK: Millennium City 11-
- 2 AK: Minnesota 11-
- 2 CK: New York City 11-
- 2 KS: Criminal Organizations 11-
- 2 KS: Criminal Law 11-
- 2 KS: The Law Enforcement World 11-
- 2 Language: French (fluent conversation; English is native)
- 2 PS: FBI Agent 11-
- 2 PS: Play Computer Games 11-
- 5 Shadowing 12-
- 3 Stealth 12-
- 5 Streetwise 15-
- 3 Tactics 11-
- 2 WF: Small Arms

Total Powers and Skills Cost: 170

Total Character Cost: 330

200+ Disadvantages

- 10 Enraged: when injured (Common), go 8-, recover 14-
- 25 Hunted: Mafia 8- (Mo Pow, NCI, Kill)
- 15 Hunted: FBI 8- (Mo Pow, NCI, Watching)
- 10 Physical Limitation: Bad Eyesight (-2 on all Sight-based PER rolls) (Frequently, Slightly Impairing)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 15 Psychological Limitation: More Concerned About Justice Than The Letter Of The Law (Common, Strong)
- 15 Social Limitation: Public Identity (John Cowens) (Frequently, Major)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)

Total Disadvantage Points: 330

Background/History: Born in Mankato, Minnesota in 1964, John Cowens never knew his father — in fact, his mother never told him who his father was. John suspects his dad was a metahuman of some sort, though; after all, none of the other kids on his block were six-foot-six and needed to shave before their eleventh birthday. As John passed through adolescence, his unusual physical development continued. The hair over his body began to turn into thick fur, and his fin-

gernails became thick and black. School officials banned him from all of the school sports, mostly for fear he'd hurt the other kids accidentally with his enormous strength. After graduating from high school, John went to the Mankato Police Academy. After all, whatever the source of his powers, a guy just had to do what he could to make the world a little better.

Unfortunately for John, there just wasn't that much need for a superpowered cop in Mankato. Costumed criminals were few and far between, and John realized using his powers on ordinary criminals was overkill. In 1987, he moved to Virginia and offered his services to the FBI. He went through their entire training program and in 1989 became the third superpowered FBI agent in the country, reluctantly codenamed "Kodiak."

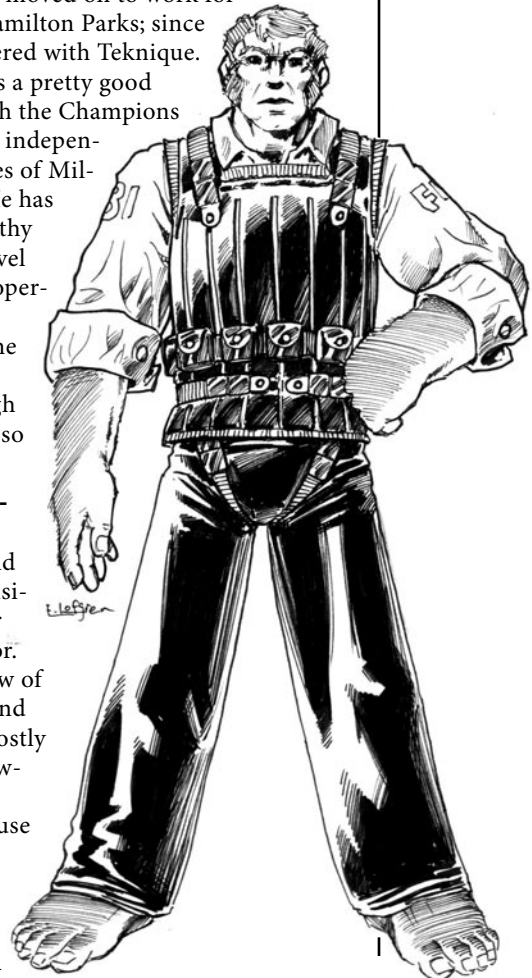
In 1990 the Bureau assigned him to its office in New York City, where he met Angela Petruzzi. Though their love affair was torrid, it was also short, and their marriage ended after just two years. Angela kept custody of their daughter Holly, though Holly visits him on some holidays and for six weeks each summer.

In New York, Kodiak made a name for himself battling supervillains for the FBI and received several promotions. In 1996 the Bureau promoted him to Senior Field Agent for the "special operatives" branch of the Millennium City office, where he's worked ever since. His first partner, Proton, moved on to work for FBI Director Hamilton Parks; since 1999 he's partnered with Teknique.

Cowens has a pretty good relationship with the Champions and most of the independent superheroes of Millennium City. He has a certain sympathy for the street-level vigilantes who operate outside the strict letter of the law in the cause of justice, though he wouldn't say so publicly.

Personality/Motivation:

Kodiak hides a brave and surprisingly sensitive heart under his gruff exterior. He makes a show of being grumpy and ill-tempered, mostly to intimidate law-breakers so he doesn't have to use violence, partly for fear of getting close to someone and having his heart broken again.



Compared to most Lennies, Kodiak is old-fashioned and conservative. He doesn't like to stay out late or draw attention to himself, he thinks "kids these days" are too loud and disrespectful, and he dislikes all the violence and sex in the media. The word "curmudgeon" definitely applies.

Quote: "Rrrrr... don't make me *hurt* you, little man...."

Powers/Tactics: Kodiak is a low-powered brick with remarkable strength and stamina, superhuman healing abilities, and a thick pelt of brown fur (he shaves around his neck and face twice a day so he doesn't look too unusual). He also has claw-like fingernails, but prefers not to use them on people.

Kodiak's a good agent, in a bullheaded and not-particularly-subtle way. He prefers intimidation to actual combat if possible, and relies on his size and fearsome mien to make opponents surrender without a fight. He doesn't have much patience for procedures or paperwork if he thinks they're getting in the way of helping people.

Although apparently a mutant, for some reason Kodiak doesn't register on any standard mutant detection devices.

Campaign Use: Kodiak makes a nice backup and ally for Millennium City-based PCs. He's not powerful enough to overshadow the heroes, but has sufficient skills to help and enough defenses that the PCs won't have to worry about him. His history with the FBI might bring any number of old enemies to town. And of course, there's always the mystery of his parentage; his mother still lives in Mankato and she's still not talking....

If you want to make Kodiak tougher, increase his STR and Characteristics until he's on par with the typical campaign "brick," or perhaps give him a Multipower of "Strength Tricks." If you want to tone him down a bit, reduce his STR to 35, his PD and ED to the point where he has only 20 including his Bulletproof Vest, and get rid of his martial arts.

As a Hunter, Kodiak is dogged and determined. Rather than give in to a private vendetta, he'll build up a case until he has enough evidence to bring in the FBI, then put the entire weight of the Bureau on his quarry's shoulders.

Appearance: Kodiak stands nearly seven feet tall and weighs two hundred kilograms. His pelt is a rich brown, his eyes large and dark, his finger- and toenails thick and blunt, giving him a definite ursine appearance. He doesn't wear a costume, preferring dark, specially tailored suits, a dark-blue FBI windbreaker and a black kevlar vest when in the field. Sometimes he substitutes a coverall-shirt ensemble that gives him a sort of rustic look.

TEKNIQUE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
17	DEX	21	12-	OCV: 6/DCV: 6
15	CON	10	12-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
11	EGO	2	11-	ECV: 4
12	PRE	2	11-	PRE Attack: 2d6
12	COM	1	11-	
6	PD	4		Total: 19 PD (13 rPD)
5	ED	2		Total: 18 PD (13 rED)
4	SPD	13		Phases: 3, 6, 9, 12
6	REC	2		
30	END	0		
25	STUN	2		Total Characteristics Cost: 69

Movement: Running: 6"/12"

Cost	Powers	END			
25	<i>Cyberpathy:</i> Elemental Control, 50-point powers	0			
25	1) <i>Speak With Machines:</i> Telepathy (Machine Group) 10d6	5			
25	2) <i>Control Machines:</i> Mind Control (Machine Group) 10d6	5			
50	3) <i>Deactivate Machines:</i> Dispel 20d6, any Electrical Device power one at a time (+¼)	7			
60	<i>Bag Of Tricks:</i> Variable Power Pool (Gadget Pool), 50 base + 25 control cost; OAF (-1), Can Be Changed Only In Lab (-½)	0			
	<i>Martial Art: Jujutsu</i>				
	Maneuver	OCV	DCV	Notes	
4	Escape	+0	+0	30 STR vs. grabs	
3	Joint Lock	+0	-1	Grab One Limb, 25 STR to hold on	
4	Joint Lock/Throw	+1	+0	Grab One Limb, 1d6+1 NND (7), Target Falls	
4	Strike	+0	+2	5d6 Strike	
4	+1 Damage Class (already added in)				
8	<i>Bulletproof Vest:</i> Armor (8 PD/8 ED); OIF (-½), Activation Roll 13- (covers Hit Locations 9-13; -¾), Mass (Half Mass; -½), Real Armor (-¼)				0
9	<i>Combat Jumpsuit:</i> Armor (+5 PD/+5 ED); OIF (-½), Real Armor (-¼)				0

Perks	
6	Computer Link: FBI's National Crime Information Center (NCIC) database
3	Fringe Benefit: Federal Police Powers
3	Fringe Benefit: Membership: FBI Agent

Skills	
10	+2 with Intellect/INT-Based Skills
1	AK: Millennium City 8-
1	AK: Los Angeles 8-
3	Breakfall 12-
3	Combat Driving 12-
9	Computer Programming 16-

- 3 Criminology 12-
- 7 Electronics 15-
- 3 Inventor 13-
- 2 KS: Criminal Law 11-
- 2 KS: The Law Enforcement World 11-
- 3 Mechanics 13-
- 2 PS: Create Fractal Art 11-
- 2 PS: FBI Agent 11-
- 3 Security Systems 13-
- 3 Shadowing 13-
- 3 System Operations 13-
- 2 WF: Small Arms

Total Powers and Skills Cost: 295

Total Character Cost: 364

200+ Disadvantages

- 15 DNPC: Martha Reece (mother) 8- (Incompetent)
- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 25 Hunted: Mafia 8- (Mo Pow, NCI, Kill)
- 15 Hunted: FBI 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Slow And Methodical (Very Common, Moderate)
- 10 Psychological Limitation: Shy; Prefers Computers To People (Common, Moderate)
- 15 Psychological Limitation: Stubborn; Never Leaves A Job Unfinished (Common, Strong)
- 15 Social Limitation: Public Identity (Leah Reece) (Frequently, Major)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 24 Experience Points

Total Disadvantage Points: 364

EXAMPLE POWERS FROM BAG OF TRICKS POWER POOL

Airjet Boots: These boots have built-in compressed air jets to assist Teknique's leaping.

Leaping +14" (16" forward, 8" upward) (14 Active Points); OIF (-½). Total cost: 9 points.

Broad-Spectrum Glasses: Resembling a pair of large sunglasses, this device allows Teknique to see in spectra not ordinarily perceptible to human senses.

Infrared Perception, Nightvision, and Ultraviolet Perception (all Sight Group) (5 Active Points each); each OAF (-1). Total cost: 6 points.

Tangler Pack: Teknique uses this handy little device to restrain opponents. It looks like a small, foil-wrapped package that bursts open to engulf the target in tough nylon tendrils.

Entangle 4d6, 6 DEF (50 Active Points); OAF (-1), 1 Charge (-2), Range Based On STR (-¼). Total cost: 12 points.

Wrist Blaster: Although it looks something like a high-tech wristwatch, this is actually a powerful weapon.

Energy Blast 10d6 (50 Active Points); OAF (-1), 8 Charges (-½). Total cost: 20 points.

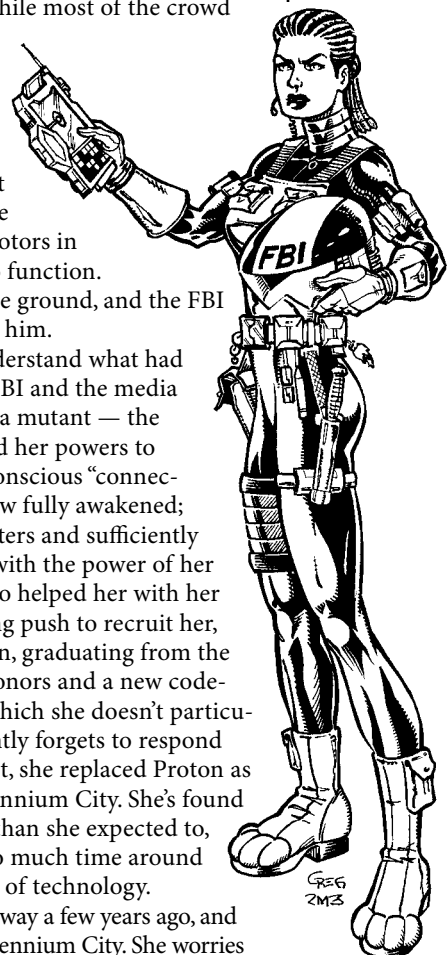
Background/History: Leah Reece always had a knack for computers. In high school the other kids considered her a nerd; she had no boyfriends and very little social status. But by the time she graduated in 1990, she had already started a programming and consulting business of her own out of her garage in Grass Valley, California. Within a couple of years she'd built that small business up to a storefront downtown. People said if only she wasn't so shy and tried harder at selling herself, she'd become a big success; after all, her programming was first-rate.

Then, one day in the summer of 1997, Senator Anthony Blakey came to town stumping for votes. Leah was in the crowd when he began to speak — she wasn't a supporter, but she wanted to hear what he had to say about small business taxes. She was as surprised as everyone else when a supervillain attacked the rally.

The bad guy called himself Turbine, and he wore a fairly complex battlesuit armed with powerful wrist-mounted electrical blasters. As he flew down toward the assembled crowd, ignoring the bullets of the FBI agents working security, his onboard computers and systems just sort of... shut down. He crashed to the ground awkwardly. As he rose, he saw that while most of the crowd was running away, Leah stood her ground staring at him. He pointed his blaster at her and pulled the trigger. Nothing happened. "You're not going to hurt anyone," she said, and suddenly the motors in his armor's legs ceased to function. He slumped heavily to the ground, and the FBI agents hurriedly arrested him.

Leah didn't fully understand what had happened, but both the FBI and the media soon discovered she was a mutant — the stress of the attack caused her powers to manifest. Her once-subconscious "connection" to machines was now fully awakened; she could control computers and sufficiently complicated machinery with the power of her mind. The FBI agents who helped her with her powers also made a strong push to recruit her, and she eventually gave in, graduating from the Academy in 1999 with honors and a new code-name — "Teknique" — which she doesn't particularly care for and frequently forgets to respond to. As her first assignment, she replaced Proton as Kodiak's partner in Millennium City. She's found she enjoys her job more than she expected to, since she gets to spend so much time around the absolute cutting edge of technology.

Leah's father passed away a few years ago, and her mother moved to Millennium City. She worries



constantly about the physical danger her daughter puts herself into, and wishes she'd take a lab position instead.

Personality/Motivation: Teknique is intensely shy, almost painfully so around strangers. She typically suffers a -2 penalty to Interaction Skills around people she doesn't know well; though her FBI training lets her to function under pressure situations, she's still a wallflower at social functions. She gets along well with her partner Kodiak — she lets him do most of the talking, but he relies on her input and values her level-headed advice. She's not quite the crusader for justice he is, preferring to go by the book in most cases. She definitely favors sanctioned superheroes over the unpredictable vigilantes she thinks her partner occasionally bends too many rules for.

Despite the fact that she sometimes seems easily intimidated, Teknique has a surprising stubborn streak, particularly where her work is concerned. Once she sinks her teeth into a case, or a tricky programming problem, she won't let go until she resolves it — even if her superiors tell her to back off. The disciplinary infractions noted in her personnel file show how poorly she follows such orders.

Quote: “Ummm... uhhh... OK, let me go check that out on the computer...”

Powers/Tactics: Teknique is a cyberpath (or cyberkinetic) — someone who can interface with and manipulate computers and similar electronic machines with his mind. She has a general “affinity” for gadgetry, and frequently works with the FBI's R&D Department to test out various pieces of field equipment and then make improvements in the lab. Her *Bag Of Tricks* Gadget Pool represents her access to these devices, as well as a few she's built for her own personal use. In addition to her mutant powers and gadgets, she's undergone regular FBI agent training and is a fairly talented martial artist.

In combat, Teknique focuses on enemy gadgets and powered armor wearers if possible, falling back on her own weapons and devices if not. If she knows (or suspects) who she'll face in battle, she'll take time beforehand to create special gadgets designed to exploit their weaknesses.

Campaign Use: Teknique can serve as an alternative to Dr. Silverback if the PCs need help with advanced technologies. Her preference for established, public heroes can also provide some interesting conflicts and roleplaying opportunities.

If Teknique's too weak for your campaign, boost her *Bag Of Tricks* VPP and have her use the extra points to build gadgets that overcome her deficiencies (even light powered armor, if necessary). You could also expand her suite of cyberpathic abilities. If you think she's too tough, decrease her Gadget Pool to an appropriate level, and perhaps reduce her Elemental Control to 40 Active Point powers.

As a Hunter, Teknique pursues her adversary from behind the scenes, using solid investigative procedures and computer research instead of outright confrontation. When the time is right, the combination of her powers and squads of FBI agents should stop any enemy from escaping.

Appearance: Teknique is a black woman in her early thirties, small-framed, with a conservative haircut. She wears a dark-blue bodystocking with a bulletproof kevlar vest over the top. She regularly carries a small arsenal of experimental weapons and devices.

Other Federal Agencies

The various other federal law enforcement agencies have a presence in Millennium City but keep considerably lower profiles. The Drug Enforcement Agency maintains an office near the Tunnel. The Treasury Department has two offices in City Center, one a coordination center for the Bureau of Alcohol, Tobacco, and Firearms (BATF) for Michigan, and another for the Financial Crimes Enforcement Center (FinCEN), which investigates white-collar crimes like embezzlement from federal funds or across national borders, or even counterfeiting. The Electronic Crimes branch of the FinCEN in Millennium City is the second-busiest in the nation after New York City's; the FBI sometimes assigns Teknique to assist it with investigations.

DOSPA

The Department of Superhuman and Paranormal Affairs, the Cabinet-level agency that has advised the President of the United States since 1986, maintains an office in a Rivertown brownstone that also has an environmental lobbyist and a couple of small law firms specializing in federal trade issues. Andrew Rochester, head of DOSPA since 2001, is a friend of Defender's, and the Department remains on generally good terms with the Champions, as well as several other Lennie heroes. Witchcraft serves as one of the senior advisors to DOSPA's Mystic Affairs bureau, and Dr. Silverback holds a similar position with the Super-technology Affairs division.

PRIMUS

The Federal Government's primary superhuman crimefighting organization bases its Millennium City branch near the Renaissance Center. The facility not only has hardened walls and bulletproof windows, but a large interior area that's a specially-reinforced bunker with accommodations for 75 fully-armed agents (approximately one-fourth of the office's total complement). The office's Director, Chuck Bashang, is a former Silver Avenger himself, now restricted to a wheelchair after a confrontation with Mechanon (who dumped most of a building on him and his partner during a confrontation in Boston in 1993). Bashang, a friendly fellow with a ready smile and easygoing demeanor, is notorious for knowing a large number of superheroes personally — his underlings treat his Rolodex as a “sacred artifact” because of all of the personal numbers of reclusive heroes supposedly stored there.

The office's Silver Avenger, Mayte Sanchez, leads its field agents.

SILVER AVENGER MAYTE SANCHEZ

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [1]
24	DEX	42	14-	OCV: 8/DCV: 8
23	CON	26	14-	
13	BODY	6	12-	
18	INT	8	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3 ½d6
14	COM	2	12-	
20	PD	13		Total: 25 PD (10 rPD)
18	ED	13		Total: 23 ED (10 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
12	REC	0		
46	END	0		
45	STUN	2		Total Characteristics Cost: 169

Movement: Running: 9"/18"
Leaping: 7"/14"

Cost	Powers	END	
14	<i>Flare Gun:</i> Sight Group Flash 8d6; OAF (-1), 6 Charges (-¾)	[6]	
14	<i>Bolo Gun:</i> Entangle 4d6, 4 DEF; OAF (-1), 6 Charges (-¾)	[6]	
20	<i>Shock Baton:</i> Multipower, 40-point reserve; all OAF (-1)		
2u	1) <i>Shock Touch:</i> Drain STUN 4d6; OAF (-1), 12 Charges (-¼)	[12]	
1u	2) <i>Club:</i> HA +3d6, Reduced Endurance (0 END; +½); OAF (-1), Hand-To-Hand Attack (-½)	0	
6	<i>Efficient Physiology:</i> Reduced Endurance (½ END; +¼) on 35 STR; Activation Roll 14- (-½)	0	
	<i>Martial Art: Muay Thai</i>		
	Maneuver OCV DCV Notes		
4	Block	+2 +2	Block, Abort
4	Foot Push	+0 +0	50 STR to Shove
4	Low Kick	+0 +2	9d6 Strike
5	Roundhouse	-2 +1	11d6 Strike
9	<i>Combat Jumpsuit:</i> Armor (5 PD/5 ED); OIF (-½), Real Armor (-¼)		0
5	<i>Toughness:</i> Damage Resistance (5 PD/5 ED)		0
10	<i>Augmented Physiology:</i> Power Defense (10 Points)		0
6	<i>Swift:</i> Running +3" (9" total)		1
6	<i>Enhanced Vision:</i> +3 PER with Sight Group		0

Perks

6	Computer Link: PRIMUS database
6	Contact: Sapphire 11- (extremely useful skills/resources; good relationship)
3	Fringe Benefit: Membership: PRIMUS Silver Avenger
3	Fringe Benefit: Federal Police Powers
12	Contact: The Champions 11- (very useful Skills/resources, organization)

Skills

16	+2 with All Combat
4	+2 OCV with Low Kick

5	Acrobatics 15-
3	AK: Millennium City 13-
3	Breakfall 14-
3	Bureaucratics 13-
3	Concealment 13-
3	Climbing 14-
3	Criminology 13-
2	KS: Criminal Law 11-
2	KS: The Law Enforcement World 11-
2	KS: PRIMUS 11-
1	Language: Arabic (basic conversation; Eng- lish is native)
1	Language: Spanish (basic conversation)
3	PS: PRIMUS Agent 13-
3	Shadowing 13-
3	Stealth 14-
3	Tactics 13-
1	TF: Basic Parachuting
4	WF: Common Melee Weapons, Small Arms

Total Powers and Skills Cost: 208

Total Character Cost: 377

200+ Disadvantages

15	DNPC: Javier Sanchez (husband) 11- (Normal)
30	Hunted: VIPER 11- (Mo Pow, NCI, Kill)
15	Hunted: PRIMUS 8- (Mo Pow, NCI, Watch- ing)
25	Psychological Limitation: Protective Of Innocent (Very Common, Total)
15	Psychological Limitation: Patriotic (Common, Strong)
15	Psychological Limitation: Overconfidence (Very Common, Moderate)
15	Social Limitation: Public Identity (Fre- quently, Major)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
5	Vulnerability: 1½ x STUN from Poisons/ Toxins (Uncommon)
22	Experience Points

Total Disadvantage Points: 377

Background/History: Born in Florida in 1965, Mayte Sanchez attended Florida State University on a track and field scholarship and earned a degree in criminal justice. Recruited by most of the major law enforcement agencies, she accepted a position with the brand new agency PRIMUS and went directly into their training program. Standard medical testing revealed that she was reactive to the Cyberline process developed by Lucius Alexander, so PRIMUS immediately moved her into the Silver Avenger program. When she finished her training in 1990, the agency assigned her to be one of the Silver Avengers at the PRIMUS offices in Chicago.

Sanchez was one of the first government supers on the scene at the Battle of Detroit in July 1992. There, she fought alongside heroes from all over the country against the various menaces unleashed by Dr. Destroyer. Although she never saw the man personally, she helped contain and capture half a dozen of his allies, henchmen, and creations. When PRIMUS

announced the establishment of a new office in Millennium City in 1993, Sanchez immediately put in for a transfer. She vowed never to allow such a tragedy to happen again while she had strength to fight it, and every morning she renews that commitment to her adopted city.

In the last few years Silver Avenger Sanchez has become one of the more publicly well-known superhumans in Millennium City, either working solo on PRIMUS projects or assisting local police, disaster agencies, or private super-teams. She's developed a reputation as an aggressive go-getter; her superiors are grooming her for a management position when she retires from the field.

Personality/Motivation: Mayte is an excellent PRIMUS agent first and foremost. A bit of an adrenaline junkie,

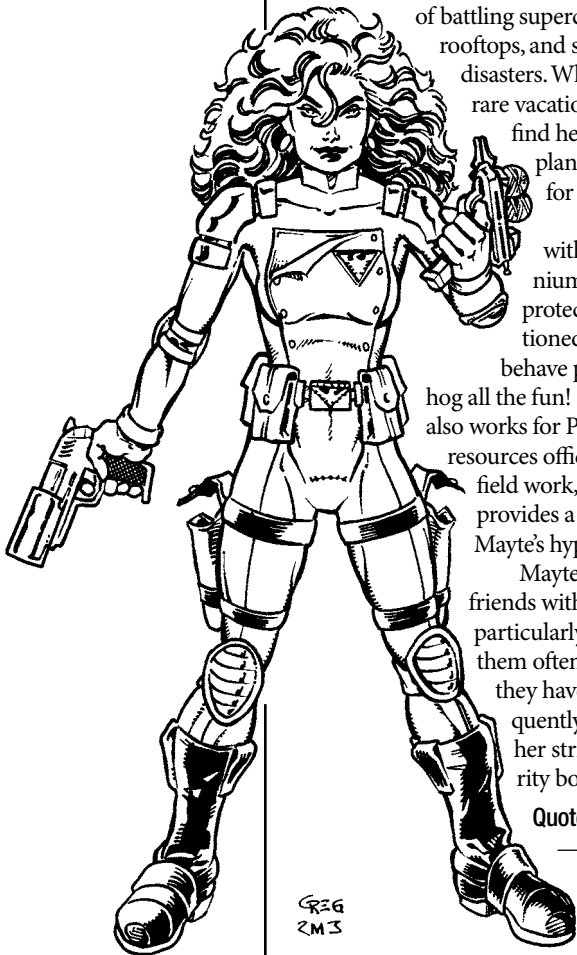
she thrives on the excitement and energy of battling supercriminals, leaping from rooftops, and saving people from disasters. When she takes one of her rare vacations, you can generally find her jumping out of airplanes or scaling sheer cliffs for fun.

She gets along well with almost all of Millennium City's superhuman protectors, whether sanctioned or not, as long as they behave professionally and don't hog all the fun! Her husband, Javier, also works for PRIMUS as a human resources officer. He's not cut out for field work, but his innate calmness provides a vital counterbalance to Mayte's hyperactivity.

Mayte has become good friends with the Champions, particularly Sapphire. The two of them often "pal around" when they have time off; Mayte frequently teases Sapphire about her string of glamorous celebrity boyfriends.

Quote: "All right, people — contain and capture! First we pin down and destroy those robots before they can hurt anyone; *then* we go after the Ultimates!"

Powers/Tactics: Sanchez has taken the full Silver Avenger tactical course, and is a pretty good improviser in the field. She tends to rely on her hand-to-hand fighting skills first, but if they prove ineffective she quickly changes tactics and tries her weapons, using the Bolo Gun to incapacitate speedsters and gadgeteers, or the Flare Gun to slow down villains with ranged attacks until she can close. Her biggest tactical failing is that she overestimates her own invulnerability; she's not quite in the same league as a true "brick," and often puts herself right in the line of fire when she should be more cautious.



Like other Silver Avengers, Sanchez does not withstand the effects of poisons and toxins well; her hyper-effective metabolism exacerbates their effects. This extends to alcohol; Silver Avengers are notoriously easy to get drunk.

Campaign Use: Mayte makes an excellent backup or partner to the existing Champions or another Millennium City-based PC team. She's regularly out there on the streets mixing it up with bad guys and comes with complete governmental access and authority. She can also act as the loyal opposition — a Hunter, in other words — if the PCs ever find themselves on the wrong side of the law. With a team of PRIMUS agents backing her up, she'll regretfully but firmly try to arrest supers whom the authorities consider "villains" due to circumstances or a criminal's masterful frame job.

You shouldn't significantly alter Mayte's power level up or down unless you do the same for other Silver Avengers in your campaign. Her Characteristics and other abilities are in the standard range for Silver Avengers.

Appearance: Mayte Sanchez is a lovely and athletic Hispanic woman in her late thirties, standing five foot seven and weighing about 130 pounds. She wears a standard-issue PRIMUS jumpsuit with a special patch on the left upper chest signifying her rank as a Silver Avenger. She has long, brown hair and brown eyes.

UNTIL

As part of its North American Regional Command, UNTIL maintains a major base in the Millennium City area; it's responsible not only for the City itself, but nearby states, the Great Lakes region generally, and parts of central Canada. Located a little southwest of the City proper on the Detroit River, the base includes housing and training facilities for several hundred active agents, an R&D laboratory, an airfield, a marina, and a jail capable of holding up to four superhuman criminals (in Stronghold-like cells) until American authorities can transfer them to an appropriate detention facility. Lennies have gotten used to seeing UNTIL agents in civilian clothes (but identified by various patches and pins) in the City, and generally give them a hearty welcome thanks to the numerous times they've come to the city's aid when supervillains attack.

Major Richard Kemal, a half-British, half-Arab citizen of the U.K., commands UNTIL's Millennium City base. A 23-year veteran of UNTIL, he's also served in Africa, Europe, and South America. Skilled at both diplomacy and small-unit tactics against superhuman opposition, he does an excellent job of balancing the various considerations of his position. It helps, of course, that he has a large staff of dedicated officers assisting him, including ten primary field commanders with the rank of Captain (and other field commanders of lesser rank). Captain Wilson Chen (a native of Hong Kong) has gained a lot of attention locally for his daring combat tactics and devilish good looks, while Captain Serafina Rumalli (from Italy) has won several UNTIL marksmanship competi-

tions. Major Kemal's other captains, though perhaps not as well known, are every bit as competent.

Most of the Millennium City UNTIL agents belong to the Urban branch of the organization, but it also has a generous complement of Oceanic/Arctic agents because of its Great Lakes-related duties. ELINT, Criminalistics, and Sky Cavalry agents round out many squads.

Major Kemal maintains good relations with Silver Agent Sanchez and the rest of the local PRIMUS brass. To keep from ruffling any feathers, he informs them about all of his command's significant activities, and always alerts them when UNTIL plans to perform a raid or the like (and usually requests their assistance and participation). He's aware of the diplomatic delicacy of UNTIL's presence in the United States, and does his best to be a help, not an aggravation, to the local authorities. For their part, the local authorities appreciate the assistance and resources Major Kemal has to offer, particularly his ability to cross state and national borders without having to deal with the red tape they do.

See *Champions Universe*, pages 106-07, for more information about UNTIL in general, including a character sheet for an Urban branch agent.

EMERGENCY SERVICES

In addition to the police, Millennium City has a full complement of emergency services personnel, equipment, and procedures.

The Millennium City Fire Department

The MCFD fields over 3,000 uniformed firefighters (affectionately known to Lennies as "Fire-eaters") driving 103 top-of-the-line pumping engines and 60 ladder trucks. Thanks to the trucks' heavy computerization and automation, each can operate with a crew of as few as five. The trucks come equipped with the latest in high-tech fire suppression equipment, from water-saturated heavy chemical foam sprays, to thermal imaging cameras allowing firefighters to see through the thickest flames, to individual personal-cooling system vests worn under heavy fire-resistant jackets to keep the firefighters safe in the most severe blazes. Each truck carries an onboard communications link to each firefighter in its crew (allowing officials to keep track of firefighters inside a building) and to the central dispatch system in the City Center Firehouse. This allows for fully-coordinated assaults on the worst fires and helps ensure the city never sees a repeat of the conflagration ten years ago.

The Department is currently experimenting with actual firefighting robots, remote controlled and armed with foam sprayers, able to move either on treads or legs through burning buildings where human firefighters cannot go. These robots are still in the testing stage, but the preliminary results are promising.

All MCFD firefighters receive hazardous materials handling training, since a city with so many cutting-edge scientific laboratories and storage facilities

suffers from numerous chemical spills and the like. The Department also maintains a state-of-the-art fireboat on the Detroit River (the *Curtis Randolph*) for both ship-to-ship and ship-to-shore firefighting.

EMERGENCY MEDICAL SERVICES

The Emergency Medical Services Department, a subdivision of the Fire Department, is one of the busiest EMS programs in the nation. It responds to over 250,000 calls per year. In addition to its 65 regular ambulances, the EMFD has 28 Advanced Life Support Units (ALS) manned by teams of paramedics carrying cutting-edge transportable medical equipment.

The typical Millennium City EMS worker has Paramedics 13-; half of them have Combat Driving 12-. An ordinary ambulance acts as a mobile Paramedics lab with a 12- roll; an ALS Unit has a Paramedics 14- for complementary rolls.

Weather

Millennium City's most common weather concern is excessive snow and ice. The city maintains a fleet of 250 plows to keep the streets passable, but individual property owners remain responsible for their own driveways and sidewalks. Detroit was notorious for having its water mains freeze and break during the depths of winter, leaving entire neighborhoods without water for days. During the rebuilding, engineers installed brand-new water mains made of more resistant, flexible materials with built-in heating elements, eliminating the problem entirely within the Loop.

Other weather concerns are minimal. Millennium City has seen the occasional tornado, and sometimes heavy rains cause flooding in the lakeside suburbs like Bloomfield. Millennium City is seismically stable; the region hasn't experienced an earthquake detectable without equipment since 1947, when one broke a few windows and shook some chimneys in Kalamazoo (about a hundred miles west).

Other Emergencies

Millennium City has several programs in place to respond to disasters besides weather, such as chemical spills and superhuman battles. The Emergency Disaster Preparedness Committee, a group appointed by the City Council, oversees these programs. James Etheridge, a FEMA veteran who has also worked as a consultant to flood insurers along the Mississippi and Ohio Rivers, currently heads the Committee.

The EDPC controls the Emergency Warning System, a network of 39 sirens strategically placed throughout the city and the immediate suburbs. The EWS links to the Emergency Broadcast System, a series of alerts broadcast by every TV and radio station in the greater Millennium City area. The EDPC also has its own news and information network tied into the system; it operates this network from its offices in the City Center (or, if necessary, emergency bunkers underneath the City Center).

THE UNDERWORLD



Millennium City has many people fighting crime and disasters by various methods — and with good reason. It may be “the City of the Future,” but apparently the future is not one free of crime, evil, or depravity. Many citizens of the region not only do not respect the law, they actively flout it, hoping to profit or gain power.

THE BAD SIDE OF TOWN

Unlike older, more established, less planned cities, Millennium City doesn't really have a “bad side” *per se*. Part of the city designers' and leaders' job was to create an urban environment *not* as plagued by crime as other modern cities. There are no inner city slums, no neighborhoods dragged down by abject poverty and despair.

But that doesn't mean there's no crime. Keeping crime out of the city altogether would be impossible, even if the designers had not rejected some of the more oppressive public safety suggestions (e.g., special monitoring cameras on every single streetcorner). And criminals, a cowardly, superstitious lot, tend to congregate in areas away from the bright lights and glittering skyscrapers. Some of the areas considered “less safe” than others include:

The waterfront: The docks, warehouses, and cheap bars scattered along parts of the waterfront, not to mention the rough, even brutal, men who sometimes work there, make this a place most “upstanding citizens” avoid.

The Plaza: Bars and clubs catering to construction workers and other blue-collar laborers have attracted a certain undesirable element to the Plaza despite its proximity to the RenCen. In late 2001 the MCPD busted a large ring of cocaine dealers working some of the small parks here.

Hamtramck: Though mostly a “bedroom community” for professionals who work elsewhere in the city, Hamtramck has its share of rough characters and less affluent neighborhoods. The MCPD has been combating a growing gang problem there in recent years.

Northside: Like Hamtramck, this neighborhood isn't always as “upscale” as other parts of the city.

Cultural Center: Non-traditional organized crime groups, such as Chinese tongs and Russian gangsters, have a presence here. The MCPD has devoted a lot of time and effort to rooting out this problem, but with little success due to the relatively closed nature of many ethnic neighborhoods.

Theater District: The casinos, combined with the existence of low-income housing, have given this neighborhood a reputation for being unsafe. Compared to old Detroit it's a peaceful place, but in Millennium City it's below par.

The Suburbs: As changes in the City proper have made them less welcome there, many criminals have moved outward to Dearborn and other suburbs. North Detroit in particular suffers from this problem.

ORGANIZED CRIME

Organized crime has been part of Detroit since the days of Prohibition. From late in the 1910s, the Chicago mobs generally controlled Detroit, and local mobsters allied themselves with Al Capone and his organization. Capone relied on his Detroit allies during the battles with the North Side gang in the late 1920s; it was the Detroit mob that betrayed Bugs Moran and his men to Capone, leading to the infamous St. Valentine's Day Massacre.

Detroit became one of the centers of Capone's empire during Prohibition. With its easy access to Canada, where alcohol remained legal, its mobsters and street gangs turned enormous profits importing and selling gin and beer. In fact, the first underground tunnel crossing the Detroit River was built by mobsters, who pumped bathtub gin from Windsor to Detroit speakeasies throughout the 1920s.

The Purple Gang

As the mob ruled from outside, gangs — most notably the original Purple Gang — ran the city streets. Named after the color of bad or rotten meat by the shopkeepers they beat and harassed, the Purple Gang evolved from a band of young hoods led by Sammy Cohen and his friends, the Bernstein brothers (Abe, Ray, and Joe), to a fairly well-organized group of thugs running protection rackets. By 1927 the Purple Gang controlled all forms of local vice under the eyes of Capone and his lieutenants.

When the Treasury Department nabbed Capone in 1929, he placed his brother Ralph in charge (aided by Frank “The Enforcer” Nitti) until he could defeat the “G-Men” in court with well-placed bribes. Ralph wasn't nearly as smart as his brother, though, and Eliot Ness and his Untouchables stepped up their campaign of harassment. With the Capones occupied by their own troubles, the Purple Gang rebelled against Capone's leadership. By the time the government indicted Capone for tax evasion in 1931, Detroit's gangs had declared their own independence.



The Detroit mob of the 1930s faced the same tactics the Feds had used against flamboyant mobsters like Capone, and responded by going underground. The various mobs consolidated their affairs into a single organization, referred to as The Combination or The Partnership. The Purple Gang itself disbanded by 1935, with Prohibition over and many of its members either imprisoned or subsumed into the Combination.

The Greek And The Shark

Although the heyday of Detroit as a secondary capital of organized crime ended by 1936, crime families remained within the city. Among the early leaders of the Combination was a man named Andres Kotsimpolous, known as “Andy the Greek” to his largely Sicilian partners. The Greek’s flamboyant lifestyle and murderous tendencies caused Peter Dix to adopt the identity of Mr. X, Detroit’s first costumed crimefighter, in 1939 (see page 11). When the Greek took a fatal plunge off his penthouse balcony in November of that year, it was a crushing blow to the Combination. It largely went underground, and into the vacuum of control stepped the Shark.

The Shark, whose true name and identity no one knew, had risen through the ranks of the Cleveland mob as a fixer, a wrangler of hired

help, and a coordinator of street gangs. By 1938 he’d secured the top spot in the local underworld despite never appearing in public and going masked even among his own men. When Kotsimpolous died, he saw Detroit as wide open and made his move for control, which he achieved in 1940. Though Mr. X and the Detroit police thwarted his ambitions, he maintained gangs of his own and kept trying to control the city’s underworld until his own death in 1952.

The Combination Returns

The Shark’s failure to achieve his goals re-energized the Combination. By the end of the war, it controlled most forms of vice in Detroit, Windsor, Toledo, and Youngstown. Unlike organized crime in some other cities, the Combination and its leaders maintained a low profile, committing few crimes of violence and not getting too greedy. As a result, with the exception of a brief “mob war” during the early 1970s, it remained in control of the Detroit underworld until the Battle of Detroit, an impressive record of forty years of relative stability. At various times the fortunes of the Combination’s leaders rose and fell, and occasionally crimefighters like Scarlet Shield and Shadowboxer handed them setbacks, but vigilantes never truly threatened their control of the city. In 1992, however, the destruc-

tion of vast swaths of the city and deaths of most of the organization's important leaders crippled the Combination at last.

Organized Crime Today

Between all the outsiders coming in battling for the construction rackets, the razing of old neighborhoods, and the influx of “non-traditional” organized criminals from Asia and Russia, the Combination never had a chance to recover. Authorities on organized crime now consider Millennium City an “open city,” one where no single organization controls the mundane underworld and dictates terms to other organizations. Various groups vie for control of Lennie crime, each trying to establish a dominant position.

According to the FBI, the closest thing the Mafia has to a “leader” in the greater Millennium City area is Joseph Sorrelli, an eighty-year-old former Combination member who now lives in Dearborn and owns a Cadillac dealership. Law enforcement officials believe he still sometimes brokers deals between out-of-town rivals seeking to work together in Millennium City.

Another important figure associated with traditional organized crime in Millennium City is Matthew Cresse, supposedly a “respectable businessman” with interests in several industries both in Millennium City and in Minneapolis-St. Paul. Neither the FBI nor the MCPD has any solid evidence Cresse is a crook, but he certainly seems to associate with a lot of known mobsters.

The Mafia isn't the only group interested in Detroit. Thanks to the influx of Chinese residents during the rebuilding, Chinese organized crime has made inroads here, mainly in the Cultural Center neighborhood. The MCPD believes the Chinese gangsters have established, or are trying to set up, heroin distribution networks in Millennium City, and that they use the City as a “waystation” for routing helpless Chinese immigrants to slave-like jobs in other cities.

Less overt than the Chinese, the yakuza have begun plying their own brand of crime in Millennium City. Favoring complex financial schemes, blackmail, and computer crime, yakuza gangsters only resort to violence if they have to — but at that point become deadly in the extreme.

Competing with all three groups are Russian organized criminals, many of them former members of the KGB or the Russian military. Better educated than the average criminal, they can involve themselves both in sophisticated operations like those of the yakuza, and in the most brutal types of “enforcement” and assassination work. In December 2002, Nighthawk reported to the MCPD several recent encounters with what he believes to be large gangs of highly competent (and well-armed) Russian mobsters.

STREET GANGS

Like any city with enough youths who think they have no prospects for the future, Millennium City has street gangs. More accurately, the gangs surround Millennium City, since efficient (some would say excessive) policing within the

Loop keeps the City proper's streets relatively free of gang activity. However, poorer neighbors, like North Detroit, Redford, Dearborn, and Troy contend with youth gangs like the Cobra Lords, the Latin Kings, the Maniacs, and the Black Aces. Most of these gangs are indifferently organized but well armed. They rely on the proceeds of drug sales, prostitution, and simple burglaries rather than any sort of organized activity, and spend most of their time posturing or battling each other in turf wars.

THE NEW PURPLE GANG

The latest new menace on the streets, however, operates on a different level. Calling itself the New Purple Gang, this group has recruited several groups of “bangers” and given them a sense of discipline and purpose, some fancy weaponry, and a new set of strategies involving bank and jewelry store heists as well as the streetcorner-level drug and vice trade. Wearing leather jackets dyed a sickly dark purple, these gangs feature members trained both in martial arts and firearms, and sometimes use weapons and devices stolen from the MCPD, and even on one recent occasion PRIMUS weaponry, making them at least a match for the startled police opposing them. Where and how they've acquired this ordnance, not to mention their training and newfound strategies, remains a mystery.

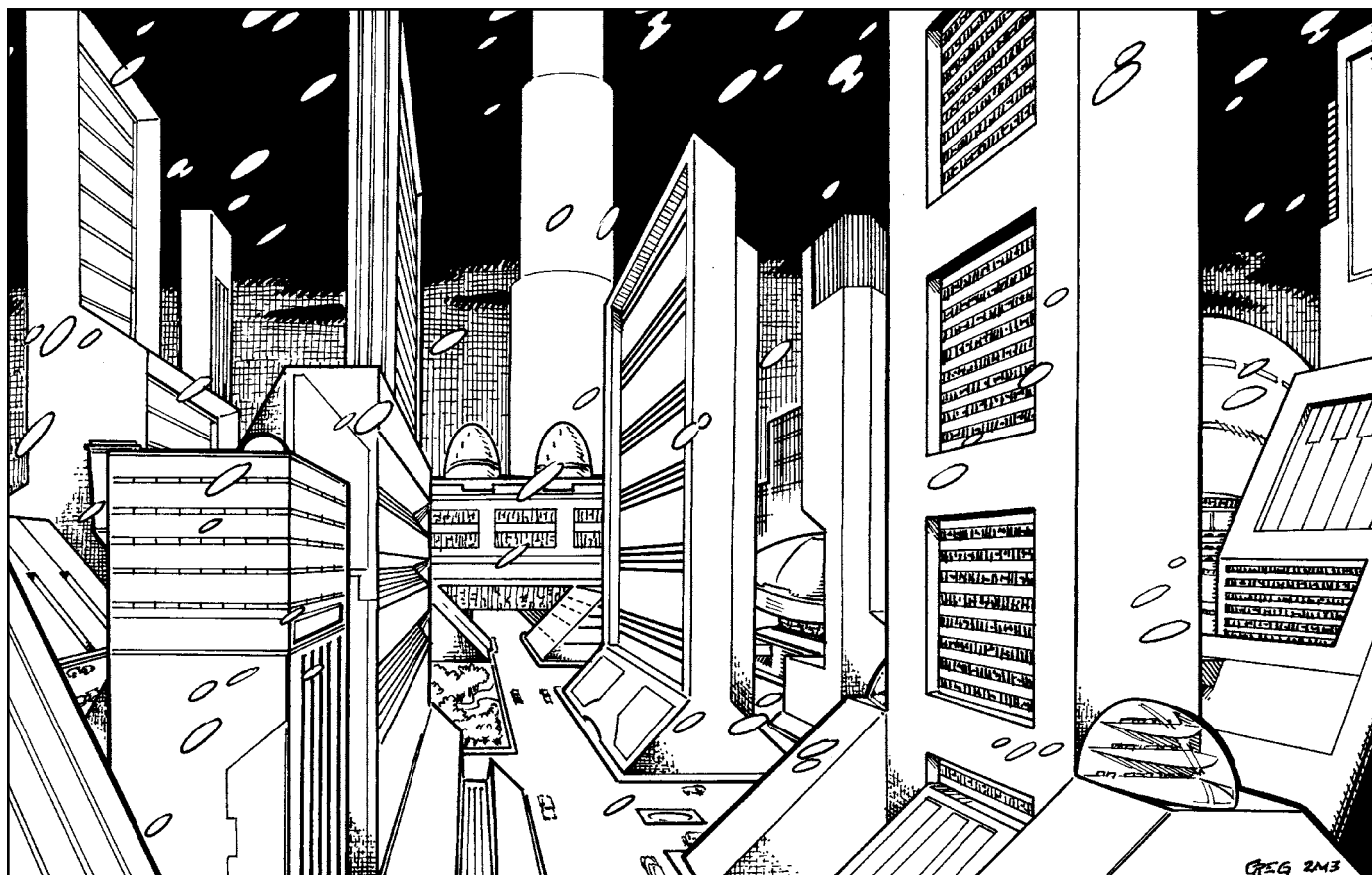
SUPERVILLAINY

Where superheroes gather, so, too, do supervillains. Millennium City had to be built thanks to the actions of a single supervillain, and since the day the Millennium Project began, supervillains have made their presence felt in the area.

More than one “master villain” has used Millennium City as a platform from which to launch one of his schemes of world domination. Doctor Destroyer announced his “resurrection” to the world by attacking Millennium City, and Mecha-non, Gravitar, Holocaust, Interface, and Firewing have all appeared here over the past eighteen months. The Champions, sometimes with the assistance of other heroes, have defeated them, but often only barely.

Villain teams and organizations also seem to regard Millennium City as a fruit ripe for the plucking. The Ultimates and the Crowns of Krim were both active in the City during 2002; the Champions defeated the former, and drove the latter away after a mostly inconclusive encounter. The members of GRAB, as a group or individually, have committed several flashy robberies here.

Several independent costumed villains have made Millennium City their primary base of operations, or have otherwise made an impression on the town, in the past decade. In addition to Lazer and Hazard (page 119), these include Ankylosaur, the Black Harlequin, Freakshow, Herculan, Mirage, the Monster, and the mysterious Signal Ghost. Many others have appeared in town on at least one occasion, sometimes in the employ of VIPER or a more powerful villain, sometimes on their own.



HOT SPOT FOR COOL HEROES

Cool Places to Visit

Millennium City is a big place, and sometimes it can seem intimidating — not just to heroes, villains, and NPCs, but to GMs and players as well! To help “personalize” it a little bit, this chapter provides detailed descriptions of over a dozen interesting locations that might

play a part in your campaign. Players can make these locales a part of a PC’s origin or daily life; GMs can use them as battlefields or sites where the PCs conduct investigations (see pages 103-07 for campaign use suggestions and plot seeds for each one).

THE BARLOWE HOTEL

Home away from home for celebrities and millionaires visiting Millennium City, the Barlowe is the city's only five-star hotel. Completed in 1998, the Barlowe features 205 king-sized rooms, 54 suites, and four roof-garden penthouses, each uniquely styled with different combinations of furniture and art. The enormous bathrooms, tiled in marble, have etched-glass fixtures; several also feature large, detached clawfoot bathtubs, while others have walk-in showers roomy enough for several people. Most of the rooms include elegant and fully-functional Art Deco fireplaces, and all have oversized beds, satellite TV, and state-of-the-art climate control.

The Barlowe also offers its guests many other amenities. It has a full-service spa, complete with steam room and masseuses. Guests can choose from a world-renowned Cantonese restaurant, a Midwestern steakhouse (that's received only middling reviews), and a bar which features modest Italian fare and live jazz on weeknights. Head Chef Horst Bettleheim, who oversees all the kitchens, appears weekly in a cooking show carried by WRJK; something of a character, he loves to banter with the diners visiting his restaurants. The service staff, ranging from the maids, to Head Concierge Valery Dubac, to Chief Manager Paul Baltusrol are uniformly competent and appropriately servile. Prices for a room at the Barlowe start at \$350 per night for the smallest rooms, and go up from there as the rooms become larger and more opulent.

For business travelers, the Boardroom Suites on the second and third floors are ideal for meet-

ings. The Hotel has fully wired the rooms with broadband Internet access and videoconferencing capabilities. If guests or attendees at meetings bring valuables to the hotel with them, they can store them in the vault in the first basement. The vault has impressive security systems (-5 to Security Systems or Lockpicking rolls) and a specially-reinforced titanium steel door (DEF 18, BODY 16).

The Barlowe provides many other business services to travelers in need of them. In addition to standards such as drycleaning and shoe-shining, it has a small print shop on the premises that can format and print documents. It can also arrange for temporary clerical help if a guest needs a secretary-on-the-road.

Located not far from the heart of downtown, the Barlowe offers quick access to several nearby skyscrapers via skyways, and there's a People Mover station just a block away. If necessary, the doormen can have a cab or limousine for a guest on just a moment's notice.

HEAD CONCIERGE VALERY DUBAC

8	STR	10	DEX	11	CON	9	BODY
15	INT	13	EGO	15	PRE	12	COM
2	PD	2	ED	2	SPD	4	REC
22	END	19	STUN				

Abilities: Conversation 12-, CK: Millennium City 15-, KS: Barlowe Patrons & Guests 15-, Language: English (idiomatic; Romanian is native), PS: Concierge 14-, Persuasion 12-, Contacts (the Secret Concierge's Network all over the city; employees at various entertainment venues), Favors (see text)

25+ Disadvantages: Psychological Limitation:

Fussbudget; Social Limitation: Subject To Orders

Notes: Valery Dubac, Head Concierge at the Barlowe, provides his customers with impeccable service and just a hint of supercilious rudeness. Although trained in his native Romania, he speaks English flawlessly. Well known among the Millennium City upper crust for his ability to get tickets to any performance or show in town, no matter how exclusive or how long it's been sold out, he's racked up quite a few favors over the years. A streetwise character might find it useful to acquire him as a contact, since he provides a very different perspective than your typical sidewalk wino or mob snitch.



BELLE ISLE PLANETARIUM, AQUARIUM, AND SCIENCE CENTER

Located on the northeastern end of Belle Isle, the Belle Isle Science Center is a combination public museum and national research center administered by Millennium City University with additional contributions from various local corporations. Attached to the Center and also partially run by the University are a planetarium and aquarium, both state-of-the-art facilities despite their relatively small size. The entire complex covers about thirteen acres.

The Belle Isle Planetarium features a gorgeous collection of historical equipment, including over 500 antique pieces such as early lenses and telescopes, sundials, astrolabes, and maps. It has four galleries that host rotating exhibits; past exhibits have featured interviews with Ironclad about different parts of the Galaxy he's seen coupled with large photographs taken by the GATEWAY Space Station's telescope, an examination of the possibility that life may exist elsewhere in the Solar System, and a review of the latest discoveries about Mars. Admission costs \$15 for a full day pass (\$10 for seniors over 65 and juniors under 17).

The Aquarium, a rebuilt version of the original Detroit Aquarium which was constructed in 1904,

has a large, diverse collection. The main building houses sixty exhibits with over 1,500 animals from 146 species, 18 of which are endangered. The most popular exhibits include the shark tank (home to eleven sharks of eight species) and the Penguin House (which houses four different varieties of penguins). The Aquarium is a popular attraction, particularly on weekends, when thousands of people traipse through to watch the keepers feed the penguins or to hear a lecture on whales. Admission costs the same as the Planetarium, but someone with a ticket stub from the Planetarium that day can get in for half price (and vice-versa).

Behind the museum complex MCU maintains a set of offices and laboratories to house its primary animal research center and its own astronomy lab. Since the lights of the city make telescopes virtually useless, the astronomy lab collects and analyzes data from telescopes and observatories throughout Michigan and Ohio by powerful computers.

DR. PETER HALSTROM

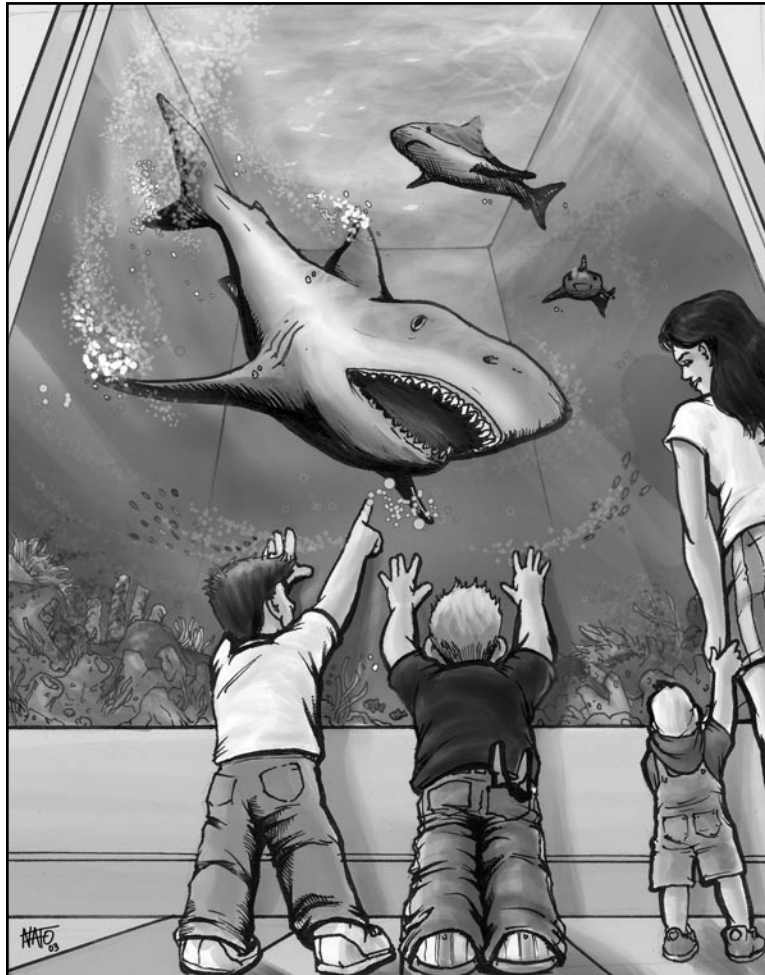
8	STR	11	DEX	10	CON	8	BODY
12	INT	10	EGO	8	PRE	8	COM
2	PD	2	ED	2	SPD	4	REC
20	END	17	STUN				

Abilities: KS: The Academic World 11-, KS: Alien Species 11-, KS: Aquarium Species 11-, SS: Astronomy 14-, SS: Physics 13-, Contacts (various among world astronomers, space scientists, and NASA), Fringe Benefit: Tenure

25+ Disadvantages: Psychological Limitation: Scientific Curiosity

Notes: Doctor Peter Halstrom, a tenured professor who's taught at Millennium City University for over 20 years, currently holds the position of Director of the Belle Isle Planetarium and related facilities. He's well-known among astronomers for his research regarding black holes. Through talking to Ironclad and some other superhumans, he's become an expert (as much as a Human of his time can be, anyway) on sentient alien species.

Although generally well-liked as an administrator, Dr. Halstrom tends to be both fussy and forgetful, neither of which endear him to his staff. When he gets wrapped up in a research project, management of the Planetarium may suffer for a few days. Fortunately, he has several competent assistants to deal with the few crises which arise.





DR. SILVERBACK'S LAB

Though based in London (where its facility employs hundreds of people), Cambridge Biotechnology maintains its American headquarters in Millennium City. The Cambridge Biotech Complex, a massive facility occupying an oversize city block in Westside, includes four buildings (with a parking lot taking up the southwest corner of the block). Thanks to the scarcity of directional signs, visitors get lost easily.

The centerpiece of the complex is the main building, a fifteen-story blocky structure with concrete facing and large windows. It contains the offices of the company's officials and directors and their administrative staff. It also has several laboratories, including those of Dr. Silverback's close friend Dina Morrison. Behind the main building are two smaller outlying buildings, both squat and gray. The facilities and storage building is six stories tall, with a single-story wing serving as a garage for the company's vehicles and forklifts. Next door to that is a long and low two-story animal care facility ("The Zoo").

Across the parking lot from the main building stands the smaller West Building, where attached researchers and professors maintain their private labs. Doctor Silverback's own lab has a whopping 90,000 square feet of space and takes up most of the third floor. It includes his office (which has a desk, a small couch for when he spends the night, a basketball hoop mounted on the door, and posters of Albert Einstein, Richard Pryor, and the Earth as seen from the moon), as well as a large open testing area (including several stations equipped with basic tools like microscopes), a cold room, a tissue culturing lab, and even a darkroom. Closets, cabinets, and storage

shelves seem to fill every inch of space not taken up by something else; they store just about any piece of scientific equipment Silverback could find a use for. (If a device is too large to fit here, there's probably one in the storage building across the lot.)

Cambridge conducts tests on live animals, an issue that troubles Dr. Silverback a little. Under gentle pressure from him and like-minded colleagues, Cambridge officials have made the Zoo as natural, stress-free, and humane as reasonably possible. In fact, Cambridge has a working agreement with the Millennium City Zoo (see page 87) to retire surviving lab animals. Nevertheless, Cambridge remains on the lists of environmentalist and antivivisectionist groups, who consider Dr. Silverback the

worst kind of hypocrite for supporting the use of testing animals when he himself once was one. This issue has even brought Dr. Silverback into conflict with his close friend, the activist superhero Amphibian (whose ties to Greenpeace are well-known). The two, after much late-night debating over coffee and vegetarian lasagna, have warily agreed to disagree on the issue.

NICK WILLIAMSON

10	STR	12	DEX	10	CON	8	BODY
10	INT	10	EGO	13	PRE	12	COM
3	PD	2	ED	2	SPD	4	REC
20	END	20	STUN				

Abilities: Climbing 11-, AK: Millennium City University 11-, CK: Millennium City 11-, KS: Animal Rights Movement 11-, KS: Environmentalist Movement 11-, SS: Biology 11-, SS: Zoology 11-, Survival (Temperate/Subtropical) 12-

25+ Disadvantages: Psychological Limitation: Zealous Environmentalist; Social Limitation: Extensive Arrest Record

Notes: Well-known for his fierce pro-animal rights, anti-environmental exploitation views, Nick Williamson dropped out of graduate school at MCU years ago to join the crusade against Cambridge and other "animal exploiters" full time. He has a lengthy arrest record for breaking and entering, assault on laboratory workers, and theft of laboratory property. He refuses to compromise his radical opinions, or moderate his actions in any way, making it difficult to deal with him on any sort of reasonable basis.

THE HARMON ESTATE, GROSS POINTE

When James Harmon moved to Millennium City from New York City in 2001, he purchased a mansion in Gross Pointe on the shore of the Lake St. Clair. After all, if one's going to maintain a cover identity as a wealthy dilettante, one needs the right "props" — and who wants to live in some apartment in the city when he can afford a big house in a nicer neighborhood?

Originally built in 1925 by Great Lakes shipping magnate David Lovette, the three-story mansion features wrought-iron fixtures, gingerbread molding around the roof, an open and airy entrance hall, a gorgeous old marble fountain out front and several smaller outlying buildings. The first floor includes mainly areas suitable for visitors — dining room, sitting room, library, ballroom, kitchens, and so forth. The second and third floors include bedrooms, guest rooms, and private sitting rooms. Harmon has converted some of the second-floor rooms into a game room, complete with a pool table, wet bar, and card tables.

History describes Lovette as something of an eccentric character. Although quite wealthy, he often refused to spend much money on things like food or heating, contenting himself with the simple fare and comforts he grew up with as a poor child living in rural Michigan. Prone to picking up hobbies (short story writing, stargazing, rock collecting, sword swallowing), he seemed to succeed in business in spite of himself. Unfortunately, a steady series of reversals throughout the 1930s cost him much of his fortune. He was found dead in the mansion in 1937 under mysterious circumstances; the police, unable to prove foul play, ruled his death a suicide just to get the case off their books.

Since Lovette had an amateur interest in astronomy, the small attic above the third floor includes a spiral staircase up to a platform on the

roof where he kept a telescope. Harmon has not yet decided what to do with this area, though he's found it makes a good landing pad for those rare occasions when he approaches the mansion in his Defender armor.

Harmon doesn't spend much time at his mansion, preferring his quarters in Homestead, where he can putter contentedly in his labs and have instant access to the various emergency channels of local law enforcement agencies. Besides, if people think he's "sleeping around," it only reinforces his playboy image. To help maintain his Secret Identity, Harmon occasionally hosts parties or has visitors here (something he's found he enjoys more than he expected). He doesn't have a laboratory or anything else in the house to give away his secret, though he does plan to start storing a spare suit of armor here soon.

Harmon maintains a staff of two servants to keep the mansion functioning smoothly. The maid/cook, Mrs. Hennessy, is a tart-tongued woman of 54 who doesn't live at the mansion (she drives back to her own house every evening at 6:00 p.m., unless Harmon pays her overtime to help with a party or the like). She also oversees the hiring of temporary staff for parties and other events. She doesn't particularly care for Harmon's playboy lifestyle, and frequently lets fall clipped comments that make plain her disapproval. She thinks there's something "fishy" about him, but figures he's hiding either some sort of unethical business dealings or some sexual perversion.

The groundskeeper, Hiram Dean, is a sixty-five year old white man who lives in one of the outlying houses. He maintains the gardens and lawns, fixes things around the house, and generally keeps the mansion in good shape. He doesn't know about his employer's secret life, and probably wouldn't care if he did; Harmon pays him very well to take care of the grounds, a job he loves and doesn't want to endanger.



THE HORIZON CASINO

Millennium City has three licensed casinos; Las Vegas-based corporations own two, but the Chippewa Indian tribe controls the Horizon with 80% ownership. (Various local companies and investors own the other 20%; Franklin Stone owns a 6% stake.)

The Horizon, located near the Renaissance Center, has over 75,000 feet of public gaming space in three large rooms. This area includes 2,500 slot machines, 90 assorted gaming tables, three full-service bars, a steakhouse, a coffee shop, and a lounge that regularly features live entertainment (usually nondescript cover bands, but occasionally a “name” act). The Horizon offers membership cards like a private club; each time a member visits the casino, he earns points towards free games, meals, or merchandise from the casino’s ample gift shop.

In addition to “the floor,” the Horizon has a second floor with rooms for specialized gaming and private card games. Getting past the guards at the head of the stairs requires a special “Platinum Membership” card or a nod from the pit boss, and only high rollers, major players, or suckers with large bankrolls get either.

While most of the Horizon’s clientele consists of Lennies — the place even has its own stop on the People Mover — a sizable percentage of the people sitting at the slots and tables at any given time come from out of town. Bus tours to the casino from surrounding towns as far away as Ann Arbor do a thriving business.

The Horizon has been very profitable since it opened in 1995, grossing over \$200 million in 2001. The Chippewa use the profits from the casino to provide social services for the tribe,

including schools, health care, housing, and judicial services on the local reservations.

DANIEL BLACKFEATHER

8	STR	12	DEX	10	CON	10	BODY
13	INT	10	EGO	13	PRE	8	COM
2	PD	2	ED	2	SPD	4	REC
20	END	19	STUN				

Abilities: Gambling (Card Games, Dice Games, Roulette, Sports Betting) 13-, CK: Millennium City 11-, KS: Chippewa History & Culture 11-, KS: The Gaming World 11-, PS: Pit Boss 11-, Shadowing 12-

25+ Disadvantages: Psychological Limitation: Scrupulously Honest

Notes: Daniel Blackfeather is a tall, broad-shouldered, 48 year-old Chippewa Indian whose once strong frame and features have become a bit pudgy with age. He’s worked as a pit boss at the Horizon since it opened, and is now in charge of all the other pit bosses. He enjoys the privileges and prestige that come with his position, and if he’s inclined to throw his weight around a bit too much, no one complains as long as the casino remains profitable. Well-known for his scrupulous honesty, he works hard to make sure that not even a whiff of impropriety taints the Horizon.

OTHER CASINOS

The Horizon’s competition consists of two other area casinos: the Gold Nugget and the Promised Land, both located in the Theater District. The City Council has so far rejected all other efforts by investors to obtain permits to build further casinos, though polls show that 32% of Lennies favor expanding legal gambling.

The Gold Nugget, though smaller than the Horizon, manages to cram nearly as many tables and slots onto its floor. It doesn’t have as many amenities, though, just a couple of small bars. The Promised Land, located closer to the Loop than the Nugget (in fact, it has its own exit), is even larger and glitzier than the Horizon, but also does more business.



LEO'S BAR

From a column by Dirk Heimthrid, regular contributor to Superworld Magazine:

"Leo's Bar is a fairly nondescript watering hole in Dearborn, not far from the river. It doesn't have a sign or a listing in the phone book; you have to know where it is. It's dark, and it smells a little bit — a combination of booze, must, and roach-killer.

"When you walk in, you see a long bar with a meager assortment of American beers and cheap whiskies. There's a couple of tables near the front, and some booths against the far wall where people can drink and talk with a bit of privacy. There's a jukebox that mostly plays country tunes, with a bit of Sinatra or Tony Bennett for flavor. There are two pool tables, but everybody fights over the good one because the other is warped. And Leo, well, he died a few years back and left the place to his nephew Ryan, but everybody still calls it Leo's anyway.

"In short, Leo's is a dive, much like a thousand other dives across this great land. But Leo's is a bit special, because it's actually a rare subcategory of dive. It's a *henchman* dive.

"Henchman dives aren't actually all that rare, but you only find them near big cities. Guys who work in the mysterious netherworld of professional henching go to them to get work, find out who's hiring, and share stories about what it's like to work for any given supervillain. Truth be told, there aren't that many henchmen out there, at least not good ones. It's the kind of job that if you're not good at, you don't stick around.

"I went there to meet with a professional henchman, who for obvious reasons didn't want me to use his real name, so I'll call him Fred. Fred's worked for a number of costumed supervillains and has plenty of stories to tell. "Mirage was a good boss, I liked her. The outfits she gave us had a little padding in them, which is nice. You hate to go out there just wearing some spandex. If we gotta dress up for the job, at least we should get some armor, you know." Fred took another sip. "We had some good weapons, too, blasters and gas grenades. I've handled some pretty wiggly artillery in my time, I don't mind tellin' you." He held up his left hand, showing that two of his fingers were in a splint. "'Course, I didn't wind up hanging on to mine too long last time. Kinetik came by and took my gun away without slowing down. I'm lucky he didn't take my thumb with it."

"I asked him who the worst boss he'd had was. "Well, I never worked for the guy personally, but I know a few guys who've worked for the crazies. I mean, most of 'em are crazy, right? But some are really crazy. Like, Black Harlequin. Keeps killing his henchmen. I knew a guy who fell for the "exploding teddy bear" bit with him. But it's hard to pass up those jobs sometimes because there's an upside — big bucks. See, the thing is, if your boss is nuts like the Harlequin, and doesn't really care about the money he might get from a job, then your share is a lot bigger, y'know? I mean, Harlequin and some other guys, they're just in it to tangle with the capes. So if they do a job and no capes show up, they just take out enough to move on to the next one and the guys can split the rest of the take. So even though the job's dangerous, you can make a *lot* more money. I guess it's worth it for some guys. Not me. I don't want an acid pie in the face next time the boss gets bored or frustrated, y'know?"

"So, all right, what were some of the good jobs he'd had? "I worked for Tachyon for a bit. The pay was pretty good, and he was doing his best to stay undercover at the time, so he was being sneaky. Mostly he'd just kind of teleport in and steal something, and all we had to do was stand watch. It was a nice, cushy job. Then Nighthawk got the drop on us. I was feeling my oats that day, and I took a shot at him. Next thing I know he hits me in the stomach with that club, and I'm down on the floor curled up in a ball. Never touched him. I saw him



one more time, last time I worked for Mirage. He came swinging in with the rest of the team, and I surrendered to the big alien immediately. I figured it was a lot safer.” Fred chuckled ruefully.

“I was about to buy Fred another drink, but he suddenly saw somebody over my shoulder. ‘Hey, gotta run, guy. That’s my agent, and he might have a job for me. You know how it is.’ I wanted to ask about agents, but I said I did, left some money for the drinks, and got up to leave. On the way out, I saw his “agent,” a small, bookish man with red hair and glasses, reach into his jacket pocket and pull out an envelope. Looks like Fred was about to get lucky....”

FRED

13	STR	12	DEX	12	CON	12	BODY
10	INT	8	EGO	12	PRE	8	COM
4	PD	3	ED	3	SPD	5	REC
24	END	23	STUN				

Abilities: HA +2d6, CK: Millennium City 11-, KS: Superheroes 8-, KS: Supervillains 8-, PS: Henchman 11-, Stealth 11-, Streetwise 12-, WF: Blades, Small Arms

25+ Disadvantages: Hunted (Watched by cops, parole officer, or the like), Psychological Limitation: Amoral; Social Limitation: Criminal Record

Notes: “Fred” is a typical henchman who works for various supervillains for a salary and a cut of the proceeds. Most superheroes encounter people like him frequently, and know the type well. Long on muscles and relatively short on brains, Fred can’t seem to find better work, partly because he doesn’t really try to.

ALBERT “THE WEASEL” TUDBERRY

7	STR	10	DEX	8	CON	8	BODY
13	INT	10	EGO	10	PRE	8	COM
2	PD	2	ED	2	SPD	4	REC
16	END	16	STUN				

Abilities: CK: Millennium City 11-, KS: Fences 8-, KS: The Superhuman World 11-, KS: Supervillains 11-, PS: Agent 11-, Stealth 11-, Streetwise 14-, WF: Small Arms, Contacts (various villains and fences)

25+ Disadvantages: Psychological Limitation: Amoral And Greedy

Notes: Too weak to work as a henchman, and too greedy and amoral to get an honest job, Albert Tudberry (widely known in the Millennium City underworld as “the Weasel”) has developed a modestly lucrative career as an “agent” for henchmen. He earns a commission for fixing up henchmen with their supervillainous employers, and also makes money by hooking the henchmen up with fences he knows when they return from a job with loot other than cash.

Thanks to the fact that he keeps a low profile and tends to be a little paranoid about his safety, Tudberry hasn’t run afoul of the law yet. But it’s really only a matter of time... unless, of course, a streetwise PC wants to keep him on the streets as a source of information.

THE MAGIC LANTERN BOOKSHOP

In a Westside corner storefront resides Millennium City’s best occult bookstore, the Magic Lantern. Owned by Alicia Blackmun, the Lantern is both a successful commercial establishment and the headquarters for the mystical forces of light in the city.

The front half of the store is for the public. It sells a lot of tarot decks and *Magic For Dummies* books, as well as herbs, massage oils, candles, and crystals. Though a practicing adept might find some of these items a little useful, Blackmun keeps the *real* stuff in the back storage rooms by the fire stairs. She operates on the theory that if you know what you’re looking for, you’ll ask, and if you’re a real mage you can tell what’s in the back rooms anyway, so she might as well minimize the likelihood of accidents by keeping the potent stuff away from amateurs. Nevertheless, Alicia and her staff of two are unfailingly polite to their mundane customers, and patrons like Witchcraft appreciate her wide and thoughtful selection of mystic paraphernalia.

By the back bookshelves, which are full of the standard Castaneda and Von Daniken silliness, the shop has two small “reading rooms,” where Magda the house fortuneteller reads palms, tarot cards, and tea leaves. Most of Magda’s spiel is an act for the public, but she does have a small amount of actual clairvoyant power and uses it on behalf of those who really need it (for a greatly increased price, of course). Magda, who won’t reveal her last name, is a small woman with a Russian accent (that tends to fade when she’s genuinely using her powers) and of undetermined age (but definitely *much* older than she appears, at least according to Alicia).

Blackmun’s other employee, Autumn Sommers, a young woman with long, straight black hair, works the register up front and keeps the shelves stocked. Blackmun can’t quite tell whether she believes in any of “this magic stuff” (as Autumn calls it), thinks they’re all idiots, or is a graduate student working “undercover” to gather information for a dissertation.

Unbeknownst to most of her clientele, Blackmun possesses strong magical powers herself, though not on the level (or with the flashiness) of her close friend Witchcraft. She prefers to devote her spells and energies to research, investigation, and support and comfort.

ALICIA BLACKMUN

8	STR	11	DEX	13	CON	10	BODY
15	INT	21	EGO	15	PRE	14	COM
3	PD	4	ED	3	SPD	5	REC
30	END	21	STUN				

Abilities: Mystic Powers (VPP, 30 base + 15 control cost, requires grimoire and time between adventures to change spells), Amulet Of Protection (Armor [6 PD/6 ED] and Power Defense [10 points]; OAF), Conversation 13-, KS: Arcane &

Occult Lore 14-, Inventor (Spell Research) 12-, PS: Occult Shopkeeper 13-, Stealth 12-, Linguist and 6 points' worth of Languages, Contact (Witchcraft), Fringe Benefit (see page 105)

100+ Disadvantages: Hunted (see page 105); Psychological Limitation: Protective Of Humanity; Social Limitation: Harmful Secret (that she's a mage)

Notes: Alicia is 27, small and slender with short but stylish blonde hair and a general air of fun and mischief, at least until a crisis begins. Witchcraft occasionally claims she never worries about a given mystical menace until Alicia stops telling jokes about it. *That's* when it's time to get scared.

MILLENNIUM CITY GEOTHERMAL POWER PLANT

As government and corporate officials began the Millennium Project, they realized that the "City of the Future" would require prodigious amounts of power — far more than other cities of comparative size due to its "wired" infrastructure and emphasis on electronic technology. Simply replacing Detroit's power-generation facilities, even with the most advanced modern equivalents, wouldn't meet the demand, and constructing a nuclear reactor would involve far too much, time, money, and red tape. After considerable discussion, the Project's leaders devised several solutions to the problem, including the creation of the Millennium City Geothermal Power Plant (MCGPP).

Located about fifteen miles northwest of town near Union Lake, this impressive facility provides over 200 megawatts of power by pumping up superheated (250° Fahrenheit) and highly pressurized water from production wells. There, the water and a second chemical fluid with a much lower boiling point than water pass through a heat exchanger. The heat from the water causes the second fluid to flash into steam, and the expansion of the gas drives the generator turbines. After the wastewater cools, piping systems send it through a mineral reclamation facility, where machines inject solvents that separate out valuable materials like zinc, lithium, and silicates. Other machines process these substances, which the Millennium City Power Authority sells to other companies. Finally, a group of machines pump the water back down into an injection well, stabilizing the system and "closing the loop." The plant releases virtually no pollutants into the atmosphere thanks to this closed system.



The MCGPP includes the Resource Production Facility (RPF), the Power Generation Facility (PGF), a switchyard connecting the plant to the Millennium City power grid, and ancillary facilities such as ten geothermal production wells, seven brine injection wells, and a canal 500 feet from the production site that provides cooling and potable water by ten-inch pipe to a treatment building also on-site. The plant's high-tech design means no wastewater actually leaves the site. There are also several office buildings, a medical facility and a general facilities/repair factory.

The plant employs about 450 people, most of them skilled or semi-skilled workers. Roy Burger, the Director, is a sixty-two-year old white male, heavy and jowly. He's worked with geothermal plants his entire life, and has a head full of statistics about pipes and fluids and layers of sedimentary rock that he'll share with anyone who shows an interest.

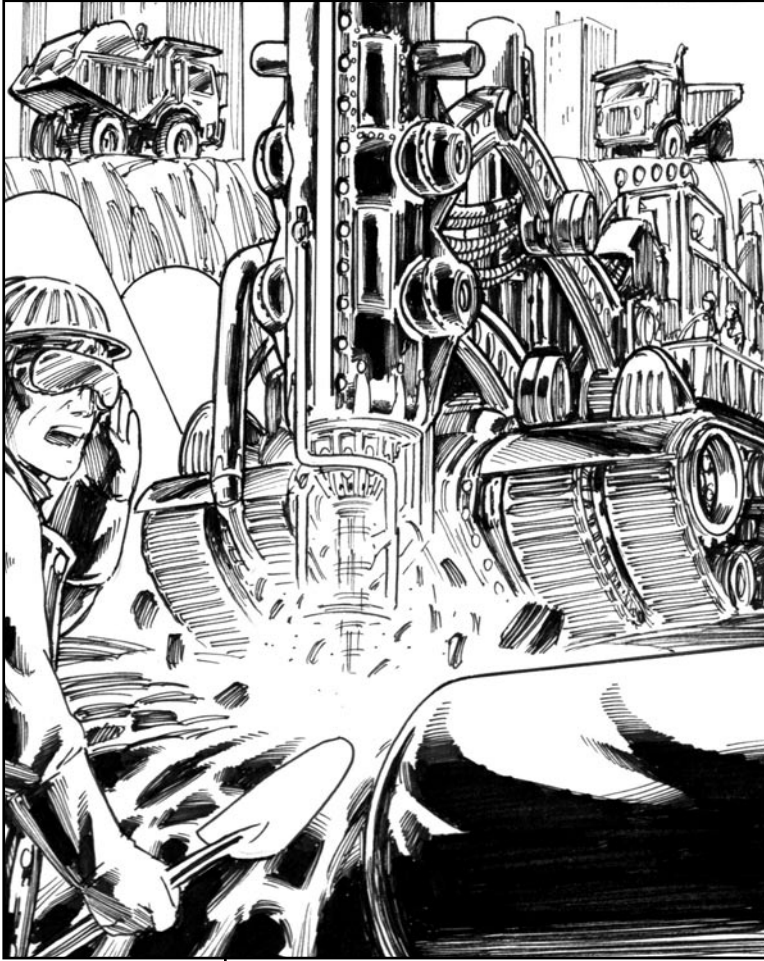
MIKE MALISCEWSKI

12 STR	12 DEX	13 CON	10 BODY
13 INT	10 EGO	13 PRE	10 COM
3 PD	3 ED	3 SPD	6 REC
26 END	23 STUN		

Abilities: HA +1d6, Computer Programming 12-, Electronics 12-, Inventor 12-, Mechanics 14-, SS: Civil Engineering 12-, SS: Fluid Dynamics 13-, SS: Geology 11-

25+ Disadvantages: None

Notes: One of the engineers working at the MCGPP, Mike Maliscewski — or "Big Mike," as his pals call him due to his 6'6" frame and beefy fists — is a hard-charging, fast-living sort of guy



who nevertheless pays meticulous attention to the details of his job. He's idolized superheroes for years, and finally decided a couple of years ago to try to become one himself. In his spare time he's been working on a suit of powered armor based on some of the same principles used to keep the Geothermal Plant running (in fact, he's decided to call himself "Geothermal" when he embarks on his heroic career). At present the suit is big, bulky, and doesn't function too well (Activation Roll 13- on most powers). It provides +20 STR, +1 SPD, Armor (15 PD/15 ED), Flight 5", and a "Thermalblast" (heat-based EB 8d6, 6 Charges). Once he finishes the basic design, Mike hopes to test and refine the suit until he's ready to make his debut as a crimefighter.

MILLENNIUM CITY MERCY HOSPITAL

Mercy Hospital, the largest and most advanced medical facility in the state of Michigan, ranks as one of the world's leading hospitals when it comes to dealing with superhumans and their unique physiologies, physical ailments, and traumas. "MC Mercy," as it's familiarly known to staff and residents, is a destination hospital for patients across the country, both those with the money to seek specific treatments or those whose particular illness attracts the attention of Mercy's brilliant medical staff. Apart from dealing with superhumans, Mercy conducts extensive research in cutting-edge medical subjects such as molecular genetics and gene therapy, and also has perhaps the nation's most effective and advanced Virus Control Center.

Every week, it seems, researchers working at Mercy Hospital announce some new breakthrough in modern medicine. Recently the hospital made the headlines for its groundbreaking work in providing diabetics with internal insulin monitors and dosage controllers — small subcutaneous "discs" that automatically release insulin into the wearer's system when sensors in the disk detect lowered insulin levels. Other doctors report promising successes in research projects focusing on the use of noninvasive hypersonic surgery techniques, the construction of cybernetically-controlled exoskeleton-like harnesses that would allow paraplegics to "walk," and the development of the next generation of artificial hearts.

While the advanced research projects get most of the media attention, visitors find the primary care facility equally astonishing. A 14-floor building with wide corridors and lots of natural light thanks to glass panels in the cunningly-designed angled walls, the hospital is almost entirely computerized without sacrificing the "human touch." All of the medical staff carry handheld computer pads with attached light-pens, and all of the equipment and medication carries barcodes with safety features to prevent misuse. In the emergency room, advanced sensory equipment performs several basic blood tests and other standard procedures automatically, allowing nurses to process patients quickly without having to rush. Robots also handle the basics of supply management, placing automatic orders when cabinet monitors detect low stocks of bandages or gloves. Other computers automatically process pharmacy orders.

In the individual patient rooms, the beds come equipped with ventilators, intravenous infusers, defibrillators, and similar equipment, minimizing the need for centralized emergency services and for moving patients around the building. Each patient wears a "wellness monitor" that constantly checks his pulse, blood pressure, and other vital signs. The monitor notifies nurses or physicians automatically if specific changes occur. All nurses carry miniature phones so the switchboard computers can easily track them down if necessary. Even the waiting rooms are high-tech, with Internet access and video players in every seat to make long waits for family members less stressful.

DR. SANDRA AYARZA

8	STR	13	DEX	11	CON	8	BODY
14	INT	12	EGO	14	PRE	12	COM
2	PD	2	ED	2	SPD	4	REC
22	END	18	STUN				

Abilities: Computer Programming 12-, Conversation 12-, Electronics 12-, High Society 12-, Inventor 12-, KS: The Medical World 11-, Paramedics 12-, SS: Medicine 12-, SS: Neurology 11-, SS: Surgery 12-, Money (Wealthy)

25+ Disadvantages: Psychological Limitation: Hippocratic Oath

Notes: After spending years working in Detroit-area emergency rooms and surgical wards, Sandra Ayarza, a short, middle-aged Hispanic woman with a determined air about her, became frustrated with the current state of medical technology. Even given the advances predicted for Millennium City's hospitals, enormous possibilities in medtech were going unexplored and unexploited.

Determined to correct this oversight, Dr. Ayarza went back to school and obtained a degree in electronic engineering. Now, as a member of the research staff at MC Mercy, she's putting all her accumulated medical and electronic knowledge together to try to design better medical tools, monitors, and patient care systems. The potential of nanotechnology and other "small stuff" (as she so unscientifically puts it) intrigues her, and she's hoping to delve deeper into that field of study soon.

MILLENNIUM CITY UNIVERSITY

Straddling the boundary between the Theater District and Northside, Millennium City University is a large, elegantly-designed campus. Unlike so many universities, which were built in the years before cars were common (or even existed) and therefore have poor traffic patterns and a dearth of reasonable parking, MCU was planned and built with the automobile and the needs of the modern student in mind.

The campus consists of four concentric "rings," plus outlying related facilities and support buildings. The innermost ring, actually not a ring at all, is the Central Quadrangle, two large, rectangular, sunlit areas of grass and plantings that are the heart of campus life. On all but the coldest days one can find dozens or hundreds of students sitting on benches (or even on the grass) doing classwork, talking, or just watching the passing parade (a practice known to the students as "scoping").

Surrounding the Central Quadrangle is the "Inner Ring" of classroom and dormitory buildings. Deliberately kept to four stories or smaller, so as not to block the sunlight, these buildings house the most important campus departments, the offices of the administration, and several small eateries. Outside the Inner Ring is a loop of wide roads lined by parking lots and parking garages. Several feeder roads lead to the loop, making getting onto

or away from campus an easy matter. (Students who prefer not to drive can simply take the People Mover, which has a stop right in the Walters Student Center.)

Beyond the loop road is the Outer Ring, a larger circle of larger buildings. Some are enormous dorms, others classroom and office buildings. All the science-, technology-, and engineering-related departments (of which there are many) have their facilities in the Outer Ring, which has more space for laboratories and the like. Elevated walkways connecting Outer Ring and Inner Ring buildings.

MCU's student body (approximately 22,000 undergraduates and 5,000 post-graduate students) can major in any one of a hundred subjects, ranging from the most esoteric of liberal arts to the most practical of computer sciences. In the six years since it officially opened its doors to matriculation, MCU has established a national reputation in electronic engineer-



ing, computer science, sociology, psychology, and women's studies. Several of its graduate schools, including law, medicine, and engineering, also consistently make it into the top rankings.

Naturally, MCU is as "wired" as Millennium City itself. All dorm rooms and classrooms have broadband Internet access, all students must have a laptop computer when they enroll, and a host of other systems ensures that campus life remains as safe, productive, and pleasant as possible. Many students have commented on how frustrating it is to graduate and go out into a "real world" that lacks so many of these conveniences.

Thomas Sanford, an internationally-recognized expert on Shakespeare, has served as the President of MCU since its founding. He enjoys a casual rapport with the students, and can call dozens (if not hundreds) of them by name as he walks across campus. Immensely popular, he can usually quiet any significant campus unrest (such as a recent furor over some headlines in the *Weekly Advocate*, the campus's right-wing student newspaper) with just a few calmly-spoken words. The only campus figure who can rival him in popularity would be Coach LeRoy Dupree, who has led the football team to a winning season every year since 1997.



MILLENNIUM CITY YACHT CLUB

Located on the southern end of Belle Isle, the Millennium City Yacht Club started life as the Detroit Yacht Club years ago. By 1998, the infusion of new money into the area and a younger crowd of sailing enthusiasts gave the club the capital it needed to revamp, renovate, and upgrade itself to the Millennium City Yacht Club.

Between 1998 and 2000, the Club rebuilt the main building, transforming it into a large, three-story mansion with an expansive lawn and parking area behind. The "clubhouse" (as members call it) has five dining rooms, one (The Leeward) open to the public (albeit with an extensive waiting list). The other four, including the famous Spinnaker Club, are open only to Club members; one of them is an informal grill and "burger joint" favored by the younger members. The Club's other facilities include an Olympic-sized pool, lawn bowling, and clay-court tennis.

The back patio of the two-story Spinnaker has been one of the hangouts of Millennium City's "beautiful people" since the Club finished construction. Gossips and celeb-watchers who somehow make it inside will find themselves well-rewarded for their efforts — at least until the bouncers get to them.

A lot of local business gets done in the private restaurants and bars in the clubhouse; some people complain that it's reaching the point that to *truly* succeed in Millennium City's business circles requires a membership. Doctor Silverback is a member, having joined on a whim a few years ago, but has only actually visited the place once for a party — as a general rule he doesn't care for large bodies of water. James Harmon belongs to the Club, and occasionally puts in an appearance to maintain his "shiftless playboy" credentials. Sapphire has thought about joining once or twice, but considers most of the Yacht Club crowd too dull for her tastes. Since she has no trouble wrangling a guest invitation if she wants one, she's in no hurry to sign up.

The club has 280 slips along eleven docks, and slip assignments reflect one's status within the club. Generally speaking, people closer to the clubhouse have greater social status, but members who actually want to take their yachts out on the lakes prefer slips that aren't *too* close so they don't have to do too much maneuvering around other docks.

Of course, all of these fine restaurants and other amenities don't come cheap. Annual dues for the Yacht Club stand at \$20,000 as of 2003, with additional fees levied for slip and boat maintenance and other services.

JAMES PRESTON MAXWELL III

10	STR	10	DEX	10	CON	10	BODY
12	INT	8	EGO	12	PRE	14	COM
2	PD	2	ED	2	SPD	4	REC
20	END	20	STUN				

Abilities: Climbing 12-, Combat Driving 11-, Conversation 12-, Gambling (Card Games, Dice Games, Sports Betting) 13-, High Society 12-, Seduction

12-, Survival (Mountains, Temperate/Subtropical)
 12-, TF: Common Two-Wheeled Ground Vehicles,
 Small Wind-Powered Boats, Basic Parachuting, WF:
 Small Arms

25+ Disadvantages: Psychological Limitation: Compulsive Gambler, Social Limitation: Famous

Notes: Scion of one of the Detroit area's wealthiest families, James Preston Maxwell III — "Jim," as he prefers to be known — has never really wanted for anything in his life. Fit and handsome, he's been a darling of the media since he was five years old, and today, in his early 20s, most people consider him one of Millennium City's most eligible bachelors. Cameras and society reporters seem to follow him wherever he goes.

Since he doesn't have to work, Jim occupies himself with a variety of exciting hobbies: automobile and motorcycle racing, yachting, mountain climbing, hunting, seducing beautiful women. But his favorite pastime is gambling; in fact, he's addicted to it. The opening of the local casinos wasn't exactly a good thing for him, since now he can feed his compulsion legally any hour of the day or night. If he hit a losing streak, it's possible that people he owed money to could pressure him to "pay off" his debt by giving them insider information about stock deals or the private lives of other Club members.

THE MILLENNIUM CITY ZOO

Actually located in Royal Oak, just north of Millennium Highway, the world-famous Millennium City Zoo is home to over 1,300 animals from 250 different species. Spread over 125 acres, it provides a variety of natural and artificial habitats to ensure maximum possible comfort for its animals. It's open every day from nine to five (and sometimes remains open later for special events); admission costs \$8 (\$6 for kids, seniors, students, and tour groups). Included among its exhibits are the nationally-renowned Amphibian Conservation Center (or "the Toad House," as Zoo employees call it), North America's largest polar bear zoo habitat, and the Land of Monkeys (just what it sounds like).

Apart from the typical habitats for bears, primates, birds, and big cats, the MC Zoo contains the only exhibit of extraterrestrial animals on Earth, a program jointly sponsored by several corporations as well as the Champions, the Sentinels, and the Justice Squadron. The Alien Life Center has three residents. The first, supposedly a Mandaarian bird-analogue, was received in a trade with Mandaarian explorers by a somewhat puzzled Senator Frank Tannehill in 1991. He exchanged a fish tank full of guppies for the creature everyone now calls "Shiny." So named for the metallic sheen of his "feathers" (which seem to have a very high iron content and are hazardous to handle without protective gloves), Shiny has adapted very well to the local environment. He's a favorite of the both the staff and visitors, with an inquisitive intelligence and a tendency to show off for the crowds.

The second alien creature, kept in a secured cage far away from the other animals, is Fizzgig, a lynx-sized carnivorous mammal with large teeth and a

surly temper. Fizzgig belonged to a Gadroon general who died during the Gadroon assault on Earth in 1984. An UNTIL technician found Fizzgig, battered but otherwise unhurt, in the wreckage of the general's speeder-jet. She considered taking it home to keep as a pet until the little creature ate her flashlight.

The third member of the zoo's alien menagerie is the Qularr monster Cazulon, who was originally over two hundred feet high. Cazulon destroyed vast amounts of property in Kobe, Japan during the Qularr attack in 1965. Microman used his shrinking ray to defeat the monster (making it the only organic creature to survive the process besides himself, for unknown reasons). Now a mere eight inches high, the creature delights children with its tiny roars from inside its fireproof plastic habitat, which the staff periodically redecorates with more miniature buildings for it to smash contentedly.

Not an extraterrestrial, but similarly unique, is the world's only living woolly mammoth, the surviving member of a group of three who were accidentally transported through time from approximately 50,000 years ago during the mysterious "Secret Crisis" of 1985. Emerging from a warp in time somewhere around 41st Street in the middle of New York City, the animals panicked, but the Sentinels rounded them up before they could hurt themselves or anyone else. At first the government kept them at the Bronx Zoo (where one died in 1988), but later decided to transfer them to Millennium City in 1994. All efforts to breed the remaining pair failed, and the male died in 1998. Efforts to clone the last female, named "Sadie" by keepers, continue with the aid of researchers from Cambridge Biotech.

NINTH PRECINCT HOUSE

The Ninth Precinct in Millennium City covers the area around Renaissance Center and the western end of Riverside. Home to over 800 employees, including nearly 600 uniformed officers, it's under the leadership of Commander Raylene Fredericks, a 44-year-old black woman with over 20 years' experience and the only female Commander on the force. Although generally good-humored, Fredericks gives in to fits of coldly-expressed fury when one of her officers commits some unforgivable blunder. More interested in results than in playing departmental politics, she probably won't rise any higher in the MCPD, but she definitely has the respect of the officers who serve with her.

The Ninth, like the other precincts in the City of the Future, is computer-intensive and uses the latest in crimefighting technology. In the offices behind the Ninth's lobby counter, banks of networked computers connect the dispatchers and clerks to the officers' cars in the field, constantly updating information and linking officers to the databases they need to identify and track perpetrators. Human operators process calls from officers and the city's "911" system and feed information into the proprietary mainframe, which sorts the calls and forwards them to the appropriate precinct or duty officer. The dispatchers sit at workstations in front of split screens; the left side of the screen

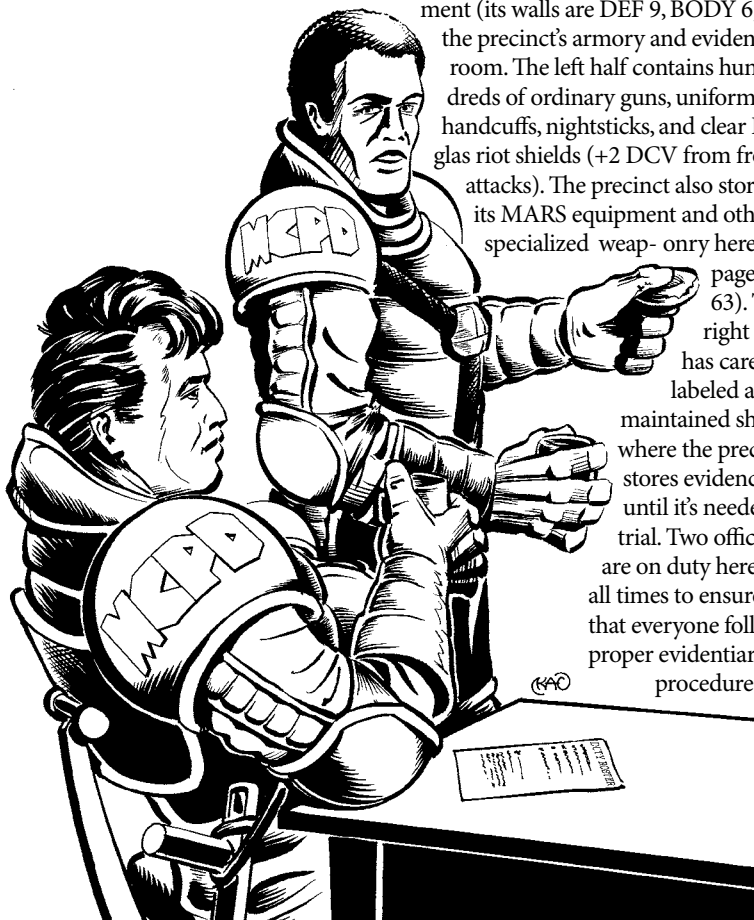
displays open calls awaiting resolution, while the right shows calls in the process of being resolved, indicating which officers have responded and what actions they're taking.

The other half of the first floor contains holding cells and interrogation rooms, each with a full suite of video and audio recorders and closed-circuit television monitors. The station house has three holding cells, two for males and one for females. Youthful violators (under the age of sixteen) are kept separate from adults whenever possible. The outside walls are slightly reinforced (DEF 6, BODY 5, as opposed to the standard DEF 4, BODY 4 walls and doors throughout the office), and the cell bars are solid steel (DEF 7, BODY 5).

The second floor primarily contains offices, including the traffic violation room, the court liaison, and the training rooms (where veteran officers receive monthly updates on things like changing laws and scheduling issues, and newly recruited officers complete their field training). Detectives work in a combined precinct room on the third floor, where they maintain shared desks between shifts. Commander Fredericks has her office here, as do her Assistant Commander and the precinct's Public Relations Officer.

The basement contains a storage room, the office's climate control equipment and backup generator, and a gymnasium. The parking lot behind the building, reachable directly from the basement or by stairs from the first floor, has space for the 160 police cars assigned to the precinct, including bays for washing and maintaining them.

The specially-reinforced subbasement (its walls are DEF 9, BODY 6) is the precinct's armory and evidence room. The left half contains hundreds of ordinary guns, uniforms, handcuffs, nightsticks, and clear Plexiglas riot shields (+2 DCV from frontal attacks). The precinct also stores its MARS equipment and other specialized weaponry here (see pages 61-63). The right half has carefully labeled and maintained shelves where the precinct stores evidence until it's needed at trial. Two officers are on duty here at all times to ensure that everyone follows proper evidentiary procedures.



THE GROVE

This is an example of one of Millennium City's unfortunate by-products. From the beginning, city planners worked hard to design the city and lay out its neighborhoods to avoid creating any spaces that could develop into "bad areas," and with the concentrated application of lots of money and extensive policing, they've largely succeeded. Except for the odd pickpocket, burglar, or drug dealer, Millennium City has relatively little "street crime." However, it's proven much more difficult to stamp out criminal behavior in the surrounding suburbs, where many former Detroit criminals "migrated" during the rebuilding. The suburbs frequently don't have the money or manpower to combat the social ills of neglect, poverty, and hopelessness that turn even the best-intentioned neighborhoods into havens for predators.

One such place is "The Grove," an area of North Detroit generally defined as the six-block area centered on MacFayden Avenue about four miles north of the Detroit River and two miles west of the West Gate. This unattractive and run-down neighborhood consists of three different housing projects, two bars, a "massage parlor" (whose employees are clearly unlicensed), a pawn shop, two liquor stores, a Swift-E Chicken restaurant, and two check-cashing operations, as well as a post office that's closed more often than not, a corner grocery with bars on its windows that shuts down at dark, and a gas station that hasn't been open for months.

Down the myriad of side streets and alleys one can easily find houses where dangerous-looking men, and youths, sell drugs from the front porch. The neighborhood has several open lots in various states of repair; kids cleaned up one and converted it to a basketball court (though the baskets have no twine). Another, just across the street, is overgrown with weeds and choked with trash, syringes, empty bottles, and stained old mattresses.

During the day one can drive through this neighborhood, or even walk with little concern about anything more serious than panhandlers asking for change. There's a lot of activity here at night, though, as streetwalkers and dealers hit their appointed corners for business. This is Cobra Lord territory, largely undisputed (unlike some neighborhoods), though it borders on Black Ace territory to the north. Drive-bys or backstreet jumpings occur occasionally; so do neighborhood fights over who gets to use the basketball court next.

The leader of the Cobra Lords, a 32 year-old gang veteran named Deshawn Johnson, made his reputation as a crack cocaine dealer in Detroit in the late 1980s and rose to the top of his gang simply by staying out of jail more than his competitors. He's surprisingly well-spoken, and easygoing unless angered... but when angered, reacts with a swift savagery that terrifies even his closest associates. He always wears some article of red clothing, the color of the Cobras, and has the letters "CL" tattooed on his left biceps and upper back.



DRUGS IN MILLENNIUM CITY

Marijuana and crack cocaine remain the most popular narcotics in Millennium City's suburbs; what drug trade exists in the City itself usually involves more "chic" drugs like powder cocaine, high-quality heroin, Ecstasy, or methamphetamines. As of the end of 2002, marijuana is plentiful and potent; it costs about \$150 per ounce. Crack is easier to find than powder cocaine, and sells for about \$10 a rock (about a tenth of a gram). Heroin and methamphetamines are available but more difficult to obtain, and more expensive.

THE PHAROS BUILDING

Depending on exactly how you count, Pharos, Industries is the largest corporation actually based in Millennium City. Its "lighthouse" headquarters just southwest of Renaissance Center along the Detroit River, near the MacArthur Bridge, is one of the most recognizable parts of Millennium City's skyline. Standing forty-four stories high (making it one of the tallest buildings in Millennium City), it includes an actual functioning light that when activated can be seen from a hundred miles away. In short, the building and its massive sign and logo dominate that area of the waterfront.

The building itself, a glass-clad steel skyscraper, has over one million square feet of office space. Apart from Pharos's own offices, the building has a health care center, forty banks of elevators, and its

own post office, supermarket, and garbage collection facility. The second floor houses one of Pharos's smaller subdivisions, the local gourmet ice cream manufacturer Huckaby's, which has a cult following among ice cream aficionados. The specially-reinforced 22nd floor has a gymnasium and Olympic-sized swimming pool.

Next to the lamp on top of the tower is a massive transmitter. It handles the broadcasting for ten FM radio stations and five local TV stations. The top floor is entirely given over to an observation deck and coffeeshop that's one of Millennium City's favorite tourist spots.

Pharos's building is a tourist attraction as well as a place of business. The landscaped parks on either side of the building have large amphitheaters where artistic performances (dance, music, or comedy) take place weekly, a year-round ice-skating rink, and a reflecting pool. Lennies consider the cafeteria on the ground floor (the largest of six

restaurants in the building) one of the best diners in Millennium City.

Pharos attracted a lot of favorable press in late 2002 by announcing a new charitable foundation called Learn 2 Earn. Designed to improve the quality of the teaching of science and math in America's schools, and thus provide children with the skills they'll need to become workers in the information-driven workplace of the future, L2E has already donated several million dollars' worth of computers to schools around the country. Pharos's chief stockholder, Robert Nakashira, believes strongly in the project and promotes it every chance he gets.

ANGELA RHODES

10 STR	10 DEX	11 CON	8 BODY
13 INT	15 EGO	15 PRE	12 COM
2 PD	2 ED	2 SPD	5 REC
22 END	20 STUN		

Abilities: Conversation 13-, High Society 12-, KS: The Business & Financial World 11-, KS: Pharos, Inc. 14-, Languages (French, German; both basic conversation), Persuasion 12-, PS: Accounting 14-, PS: Business Executive 14-, Trading 12-, Fringe Benefit (Membership: Pharos Officer), Fringe Benefit (Passport), Money (Wealthy)

25+ Disadvantages: None.

Notes: One of the highest-ranking women at Pharos, Angela Rhodes holds the position of Chief Financial Officer. As such she's responsible for the



corporation's financial policies, asset management, and accounting — a significant duty in these post-Enron days of increased regulation.

Rhodes turned 38 in 2002, and remains single (much to her mother's chagrin). She works so hard, and such long hours, that she doesn't really have time to socialize. In truth, though, she hides behind her work schedule; while she's a confident, even ruthless, negotiator in the boardroom, she tends to become shy in social situations.

MIND, INC. HEADQUARTERS

The corporate headquarters of the nonprofit self-help and business consulting organization called Mind, Inc. is located just west of the Plaza downtown, in an eight-story brick and mortar building that somehow survived the Battle of Detroit and required only minor retrofitting. The building therefore looks very different from the surrounding modern architecture, with weather-faded brick facing and several small trees planted on the sidewalks in the alleys on either side. Most people passing by find it quaint, even charming.

Founded in 1997 by Edward Cummings, a self-proclaimed “psychic healer and advisor,” Mind, Inc. claims it can help people “master their wandering minds and focus on what matters” and “teach [them] how to put aside petty fears and doubts and let [their] true sel[ves] emerge.” At first regarded as little more than another crackpot self-help group or cult, Mind, Inc. slowly gained prestige as more and more well-known, successful people came to it for help and proclaimed its benefits to others. By 2000, the group branched out into business consulting as well. Today it's one of the most influential non-governmental, non-religious organizations in the City.

The first floor of the Mind, Inc. building is a walk-in storefront lobby with large windows and display copies of the books of Edward Cummings, the public face of Mind, Inc. Inside, visitors see Cummings's visage everywhere — on wall posters, on a life-size cardboard cutout of him, smiling and holding a copy of his bestselling book, *Owning Your Will*. The lobby itself is warmly lit, with wooden shelves on each wall bearing copies of all of Cummings' books, as well as lots of flowers and mirrors. An unfailingly friendly receptionist sits at the front desk, greeting both those who have appointments with Mind's professional “counselors” and those who walk in off the streets. Anyone who wants to speak to a counselor gets to do so eventually, having to wait only until one of them has a free session. A “student's” first few sessions cost nothing; more advanced training requires a fee of \$20 per half hour.

The rest of the first floor behind the lobby contains private “session rooms” where counselors hold their “sessions.” Here, the counselors meet with people who want MI's help. Perhaps the organization's contacts in alcohol or drug rehabilitation programs referred the student, or maybe he simply sought out Mind's services on his own. However the student found his way there, the counselors do their best to get to the root of his problems and help him understand how to eradicate them. Many students report that MI sessions do, as advertised, leave them feeling clearer-headed, more focused, and more disciplined.

The second floor is dedicated to Mind, Inc.'s professional counseling and corporate training units. Students whose problems are beyond the skills of the basic counselors get “walked upstairs” to more experienced counselors who tackle the problem with renewed vigor. The business counseling side of Mind Inc. downplays the “New Age touch-feely” aspects of its teaching in favor of the practical, emphasizing self-awareness, basic meditation and relaxation techniques, memetics, and “personal synergy” (a concept MI's counselors claim they can't explain outside of a session).

The third through eighth floors of the building remain off-limits to everyone except authorized personnel. Several journalists have tried to gain access, but none have succeeded; two reported seeing highly sophisticated security devices on the doors.



THE VAULT

Gamemastering Millennium City

While the earlier chapters of this book were for both players and gamemasters, this one is just for the

intrepid GM. It contains behind-the-scenes information about Millennium City, as well as character sheets for over a dozen villains.

THE GM'S VAULT



This section contains additional and/or secret information about the Millennium City setting that's for the GM's eyes alone. *If you're playing in, or plan to play in, a campaign based on the Millennium City setting, do not read this section!!*

The GM's Vault is organized by chapter and page number. If the Vault doesn't comment on some part of the main text, it's usually safe to take what's written there as accurate (or as left for each GM's individual interpretation). As always, you're free to change anything in this book to suit your own preferences or campaign.

CHAPTER ONE

PAGE 11 — MR. X

Here are three plot seeds for Mr. X.

Bodies are turning up all around Detroit with large, bloody Xs carved in their chests. The police suspect Mr. X and have put out a warrant for his arrest. Can Peter, Helen, and Emil figure out who's behind this frame-up and prove Mr. X's innocence?

A new crimelord calling himself the Phantom Fist shows up in Detroit and begins warring with the Shark for control of the city's mobs. How can Mr. X put a stop to all the bloodshed without leaving his old enemy in position to bring Detroit's underworld even more under his control?

A man named Gregory Jackson has publicly "revealed" himself as Mr. X and claimed credit for X's heroic actions. He can certainly talk the part, but what's he really up to?

PAGE 14 — SCARLET SHIELD

Here are three plot seeds for the Scarlet Shield.

Determined to re-capture the Scarlet Shield and analyze his biochemistry, Dr. Dekkar hires a group of supervillains. Unable to take on so many super-powered foes at once, the Scarlet Shield turns to the PCs for help.

While helping Captain Chronos battle Mechanon, the PCs suddenly find themselves thrust back through time to 1960s Detroit. They've got to enlist the Scarlet Shield's help to track down a hero or villain with time travel technology, but the Shield isn't sure whether they're trustworthy. How can they convince him... and why did they end up at *this* particular moment in time, anyway?

It turns out Grave didn't really kill the Scarlet Shield — the Shield simply lapsed into a sort of near-death trance state while his body slowly but

surely healed itself. Now, in 2003, he re-awakens. After he smashes his way out of his grave, how will he react to the world around him?

PAGE 16 — SHADOWBOXER

Dennis and James Greene both survived the events of the Battle of Detroit and still live in North Detroit today. Dennis runs an auto-body shop and might eventually finish the advanced prototype body armor suit he's been working on for the last decade. James, now retired, spends a lot of time coaching youth sports programs at the North Detroit Rec Center.

Here are three plot seeds for Shadowboxer.

A young boy in North Detroit wakes up one morning with Shadowboxer's powers! Somehow the "dark energy field" seems to have migrated away from Shadowboxer's tomb to this boy. Why this boy, why now, and what's really going on?

Hoping to avenge his brother's death, Dennis begins fighting crime under the *nom de guerre* Steelhand, using a powered armor suit he built himself. He plans to take on Destroyer and kill him. The heroes have to find a way to dissuade him without embittering him or letting him get hurt.

A new Shadowboxer begins fighting crime in Millennium City. Is it the old hero come back to life (after all, he survived "dying" one time before), someone sincerely trying to carry on his mission, a cruel-hearted prank, or some supervillain's scheme?

CHAPTER TWO

WHERE THE HEROES LIVE

Superheroes, even ones with Public Identities, don't always make their home addresses public knowledge — after all, everyone deserves a little privacy sometimes. And of course, heroes with Secret Identities go to great lengths to hide their whereabouts. Here's where some of Millennium City's heroes hang their cowl:

Bethany (Witchcraft) Duquesne has an apartment in Northside. She often stays in the guest room at her friend Alicia Blackmun's Memorial Park apartment when they're busy studying.

Mark (Nighthawk) Whitaker has a brownstone in Westside. He maintains a secret crime lab in the basement beneath it where he hides his costume and gear from his girlfriend, crime reporter Julie Morgan.

Corazon (Sapphire) Valenzuela has a large, luxurious condominium in Memorial Park. She likes to

entertain, and it's not uncommon for her to have one or two wealthy/glamorous houseguests.

James (Defender) Harmon owns a mansion in Grosse Pointe (see page 79). He doesn't stay there often, preferring his quarters at Homestead, but he's there enough to maintain his Secret Identity.

Ironclad lives at Homestead full-time, the only one of the Champions to do so (though they all have quarters there, and often use them). SOCRATES can contact any of them instantly through various means if necessary.

Dr. Silverback makes his residence in Rivertown in a well-furnished luxury apartment. So does Cavalier as Eric Trammell. Binary Man lives in a house in Memorial Park. Nightwind has a small apartment in a building in the Cultural Center, right next to his mentor Zhu Hsaio.

Kodiak lives in a brownstone in Hamtramck. His partner Technique has a small house in the western part of Northside.

PAGE 21 — SHIPWRECKS

The shipwrecks in Lake Erie and the other Great Lakes offer plenty of plot hooks. Older wrecks could contain ancient treasures. A more recent wreck might be the current resting-place of a magical device or technological macguffin, requiring the heroes to violate the letter of the law to guarantee public safety (and to make sure some enterprising villain with SCUBA gear doesn't get to it first...).

PAGES 24-25 — THE TUNNEL AND THE GONDOLA

The Tunnel's ventilation system is an obvious choice for an attack by terrorists or destructive villains, perhaps involving poisonous gas. For an entertaining change-of-pace disaster story, design a scenario where the heroes have to rescue the drivers and passengers of a hundred cars when the Tunnel collapses.

The Gondola also provides excellent scenery for a fight. It has four support cables heading in each direction, crafted from titanium steel 1- $\frac{3}{4}$ inches thick (DEF 8, BODY 6 to cut), and the cables connecting the gondolas to the mechanism itself are 2 inches thick (DEF 8, BODY 7). Severing all four support cables causes all the gondolas to drop; severing a single gondola's connecting cables causes it to drop, but leaves the others suspended.

An individual gondola car has DEF 5, BODY 15. The mid-river support pillar for the cables has DEF 9, BODY 30.

PAGE 25 — THE BATTLE OF DETROIT MUSEUM

Doctor Destroyer's secret base has an entire sub-level that neither the heroes who defeated him nor the museum's curators have ever discovered. It's fifty feet below the already subterranean structure and several hundred yards west, connected by a tunnel big enough for one tall person to walk through at a time. It contains several inactive Destroid robots and backup memory files for



Destroyer's computers. Destroyer himself seems to have forgotten it's there, though his own computers contain this information and may remind him of it at any time. If he wanted the backup files, he would probably remotely activate the Destroids and have them physically bring the memory chips to him — which would certainly startle the museum's visitors! Perhaps the files contain information that would reveal some more of the Doctor's secrets to the PCs....

PAGE 29 — RAVENSWOOD ACADEMY

As discussed on pages 25 and 114-15 of *Champions Universe*, Ravenswood Academy is more than just an exclusive private school. Run by the retired superheroine Rowan and partially funded by the Justice Squadron, it secretly specializes in training young superhumans. As of the 2002-03 school year, its superpowered students include:

Chain Lightning: A brash young man with the ability to emit blasts of electricity in a sphere about 40 feet across. His instructors hope that, with practice, he'll gain greater control over his powers and become a full-fledged energy projector.

Flicker: A bright young girl with teleportation powers... that she can't control. By concentrating, she can make herself disappear and instantly reappear somewhere else, but she only ends up going where she wants to a little more than half the time. Sai (page 97) is her older sister.

Impact: Tough and athletic, Impact can absorb the

CITY POLITICS AND PLAYER CHARACTERS

City politics are an interesting arena for PCs to get involved in. If your players show an interest in the behind-the-scenes political battles, have the Council and the Mayor begin battling over an issue that directly affects them, such as airspace ordinances for the team jet or zoning concerns about the headquarters. If the heroes have any sort of official standing with the city government, have the Mayor and Council debate over appointing the team's liaison or some other official who impacts the team's efficiency. Eventually, it might make an excellent story arc for one of the PCs to run for office himself, either publicly or in a secret identity (or perhaps a beloved NPC could run instead).

PC heroes may also get dragged into city politics by investigating organized crime. You can involve mobsters with any number of legitimate city businesses or services, such as construction or waste management. Looking into the Mind, Inc./PSI efforts to take control of prominent city figures may also lead the PCs into politics.

force of blows directed against him and use it to augment his strength and resilience.

Putty: Jim Puttermyer's childhood nickname became prophetic when he learned he had the ability to "mold" his flesh into other shapes, thus allowing him to look like other people.

Trance: A shy teenage girl with limited mental powers that let her put other people to sleep. Her teachers sense much greater reserves of psychic power within her, but it remains to be seen whether she can learn to unlock them.

PAGE 29 — PECHE ISLAND

It's up to you to decide what to do with Peche Island in your campaign. It could actually suffer from a Chippewa curse, but it works equally well as a symbol of mismanagement, shortsightedness, and greed. It's an excellent place to stick a mystical villain's hideaway, or to serve as the final repository of some enchanted artifacts.

PAGE 30 — MAYOR BISELLE

Biselle's aiming for the governorship of Michigan in 2008, but that's only the second step in his real plan — to become the first African-American President, hopefully as soon as 2012. He always has at least one eye on that eventual prize, and anyone wishing to get something from him or needing his support should keep his goal in mind. Biselle won't take an unpopular stand on principle if he feels it will cost him in the future.

As for his feud with Adair, there's nothing sinister about it. The two simply don't like each other, and haven't since they both had a bit too much to drink at one of Adair's parties in 1990 and wound up in a shouting match about basketball.

PAGE 31 — THE CITY COUNCIL

Philip McAuliffe is a VIPER agent, which is bad enough, but he recently fell under the sway of Madeline (Medusa) Bruner of PSI. Originally he served as VIPER's eyes on the board; now he's PSI's eyes, both on the board and on VIPER itself. After the way she handled VIPER in Baltimore, Bruner may try the same trick again and sacrifice one of the local Nests to the Champions. But Millennium City's a different place, with multiple Nests, and she worries that VIPER may have developed a defense against her. She's using McAuliffe to slowly and cautiously explore VIPER's power structure in the City.

Vincent Dooley owes a lot of money to Franklin Stone, who got him elected in '94. While he's never done anything criminal, he might if Stone put enough pressure on him. At the very least, he's a reliable vote in Stone's pocket.

Alistair Currie is seriously considering running against Biselle in the 2004 mayoral race instead of waiting to take on his heir in 2008. If local superheroes do anything between now and then that causes the general citizenry to mistrust them, Currie will move to position them publicly as allies of Biselle and emblematic of the Mayor's mismanagement of the city. Currie has legitimate motives — he genuinely wants to save the city money and shrink the local government — but he

could easily wind up with the support of the more nefarious elements of the city who want to weaken the local connections with sanctioned superheroes and cut funding for the MARS program.

PAGE 32 — VICTOR EVERSOLE

Eversole does his best to make the city's chosen heroes look good. Any time the Champions or other "official" heroes save the city (or the world, or Reality itself, or whatever) in an unambiguously positive way, he arranges for some public recognition of the event (awarding a special plaque on the steps of City Hall, for example). If the heroes' latest escapade was less than a complete success, or the media could twist it to make somebody look bad (for example, if the press might track a mutation-spawned monster back to one of the Mayor's major corporate backers), Eversole works behind the scenes to quash or at least minimize the press. In short, he's a born opportunist.

Like his boss, Eversole has no interest in limiting himself to *city* politics. He figures after serving as Mayor of Millennium City, the Senate would be a nice next step.

The Champions appreciate Eversole's efforts on their behalf — particularly when he gets them something they need to continue their war against injustice. They treat him politely, but they don't really *like* him. They can sense he's in this more for himself than to help other people.

PAGE 33 — COUNTY PROSECUTOR GEORGE KRUGER

George Kruger is in the pocket of organized crime — specifically Matthew Cresse. Kruger has a gambling problem; Cresse has "covered" several of Kruger's outstanding debts, but not all of them, and would gladly let the story slip to the newspapers if Kruger should ever cross him. Kruger's position lets him criticize heroes without seeming "soft on crime" and cover up the fact that he fails to prosecute organized crime figures like Cresse.

Louise Watson-Carver, Kruger's assistant, suspects that something is fishy about Kruger. She's started investigating him behind the scenes. If she uncovers the truth, Cresse will first try to bribe her; if that fails, he'll arrange for an "accident"... assuming, of course, that the PCs don't get involved.

CHAPTER THREE

PAGE 35 — CITY INFRASTRUCTURE

The landscape of Millennium City offers you plenty of opportunities for exciting scenes during your games.

First, there's the Loop. Obviously, the Loop requires a massively powerful and highly complicated computer system — the Smart Roadway Master Control Computer (SRMCC). The SRMCC is an excellent target for supervillains bent on disrupting the city and causing chaos. It has a fairly compact design, making it easy to defend, and it's located in a sub-basement with reinforced walls (DEF 6, BODY 6). Hackers who try to access it

remotely won't have an easier time of it; it has Computer Programming 25-for Skill Versus Skill Contests to defeat hacking attempts.

Second, don't forget to include a walkway or two in any fight scene set in the city itself. Skyways offer cover for nimble flyers, obstacles for the clumsier ones, and a way for non-flyers to get up close and personal when aerial combat breaks out. And of course, any battle between two non-flyers automatically becomes more dramatic and interesting when it takes place at a great height. Sealed walkways typically have BODY 4, DEF 4 (the same applies to the solid parts of the open walkways). The open walkways have high sides and suicide barriers to prevent falls, but they won't stop a determined fighter from heaving his opponent over the side....

PAGE 37— MEDIA FIGURES

While Curt Carruthers isn't necessarily wrong with his (all too often obnoxiously expressed) opinions, he's a pure opportunist who says or does anything to stay in the public eye and keep people tuning in. He doesn't really care about the causes he supports so much as he does the attention his reporting brings him.

Crime reporter Julie Morgan is romantically involved with freelance computer programmer Mark (Nighthawk) Whitaker. At present she remains unaware of his dual identities, but she suspects there's more to him than he lets on. Unfortunately for her, she's completely on the wrong track — she thinks he might be *Defender*.

Christine Hewitt is as much an opportunist as Curt Carruthers. She'd love to reveal a superhero's secret identity in her column as an exclusive, and would trade just about anything for the opportunity. If handled properly, though, she can really boost a publicity-minded hero's profile.

Amos McCarry is a Mind, Inc. member and therefore under the mental control of Edward Cummings and PSI. He turned to the organization for help battling alcoholism, then fell under the sway of Medusa, who saw the value of controlling a newspaper publisher. If a hero or team should get on PSI's bad side, the *News* will vilify them. In fact, if the *News* turns on them more viciously than expected, McCarry himself might accidentally lead the team to Mind, Inc. Perhaps a reporter becomes curious about why McCarry ordered him to do a "hit piece" on the PCs, starts investigating, and soon uncovers McCarry's membership in Mind, Inc. Then the reporter mysteriously disappears, but a colleague finds his notes and calls the PCs himself.

PAGE 40— CAVALIER

Here are three plot seeds for Cavalier.

A new corporation, Venture Interactive Technologies, sets up offices in Millennium City and hires Cavalier to perform his usual services. However,



it's paying him a *lot* more than he usually gets, and somehow seems to arrange for highly favorable publicity for his activities. Is the corporation on the up-and-up and just generous, or is it a front for the likes of ARGENT or VIPER, who want to use him or steal his technology?

Ellis Wheately becomes a convert of Mind, Inc. Now PSI indirectly has its clutches in one of America's most popular superheroes! What will Medusa do with him? How will Psimon react if her attentions toward Cavalier become more than strictly professional? What will Cavalier do if he suspects something?

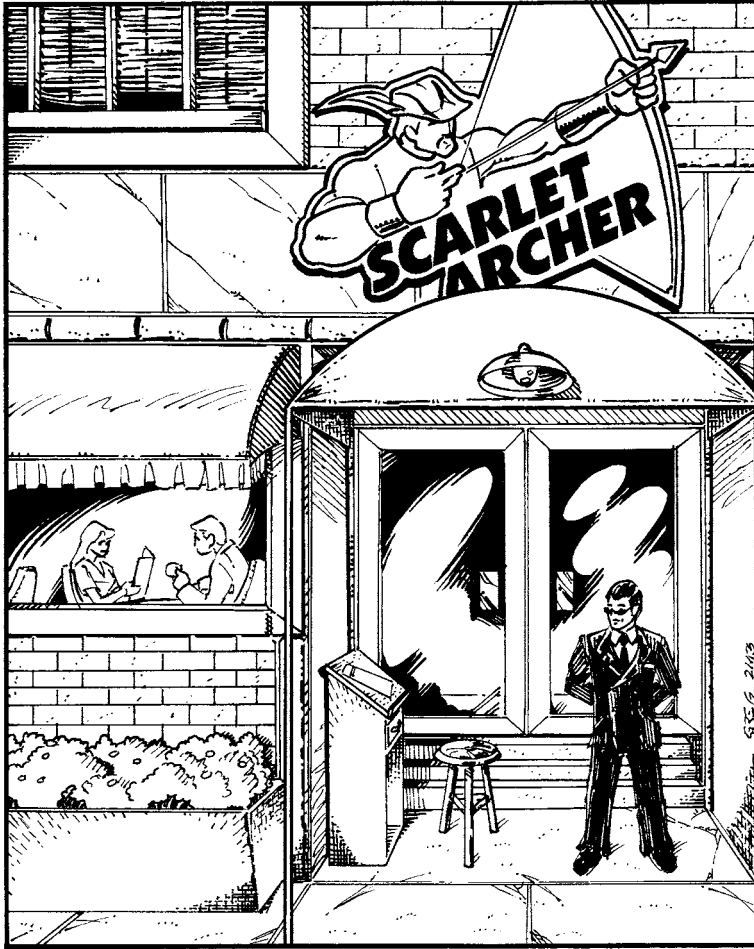
After he loses a battle on national TV to Blowtorch, becoming horrifically scarred in the process, Cavalier turns bitter and angry. He beefs up his armor and changes its color scheme to red and black, then abandons superheroing-for-money for outright crime. Can the PCs save innocents from his rampages while finding a way to put him back on the hero's path?

PAGE 42 — JOHN MOLINARO

One of Molinaro's recent "romantic conquests" was Matthew Cresse's daughter Brittany. Molinaro may soon be in for an unfortunate "accident" or two....

PAGE 43 — SCARLET ARCHER'S

In this case, Winston's suspicions are entirely correct, though no one believes him. His Silver Age enemy, the thief and forger known as The Highwayman (secret identity: Gene Oldenburg) has retired to semi-legitimate business and the odd white-collar crime, but he's made it his hobby to ruin Winston by falsifying credit reports, buying up the surrounding properties on his block, and otherwise harassing him from cover. Player characters who encounter Winston might be the first to believe him



and help him expose Oldenburg. Both Winston and Oldenburg are far too old and out of shape to engage in much physical activity these days, though a face-to-face confrontation might end in slow-paced fisticuffs.

PAGE 44 — CLUB CAPRICE

The rumors are just that — Frey is truly retired. He just goes out of his way to foster the notion that untoward things go on at his club, especially to the press, to keep his patrons pleasantly on edge. The idea has taken such deep root, however, that some criminals have begun hanging out at the Caprice. Frey may soon find himself playing with fire.

PAGE 45 — ACI AND FRANKLIN STONE

As was revealed on page 121 of *Champions Universe*, Stone is more than just ambitious and greedy — he has ties both to VIPER and organized crime. Up to this point, he has largely confined his interactions with the Superhuman World to a couple of skirmishes between the Justice Squadron and some of Stone's illegal operations, and one battle between Electron and Stone's elite bodyguards that ended inconclusively. However, Stone's annoyance with superhumans in general continues to grow each day, and eventually he may wind up involved in the affairs of other superheroes as well.

Stone's recent surge of community involvement and charitable giving is just a publicity ploy.

PAGE 46 — DUCHESS INDUSTRIES

Duchess Industries is a front company for VIPER. The Duchess in question is the mysterious Henrietta Von Drotte, who may or may not have some connection to Adolf Hitler's inner circle. She's one of the Thirty Founders who created VIPER after World War II. As VIPER grew in power and influence, so did Duchess, which has swallowed up several of its chief competitors over the past two or three decades.

Laboratori di Uniti is the public face of Project: Unity, the ongoing efforts by VIPER to unite sub-Saharan Africa into a single empire under its control. The Duchess plans to guide the course of the project so that she becomes the ruler of this empire.

PAGE 46 — HARMON INDUSTRIES

James Harmon III's son, James IV, is secretly the superhero Defender, leader of the Champions. James IV, who has a reputation around Millennium City as a shiftless playboy and dilettante, manages several divisions of his father's company, though he has assistants who do most of the work. If and when he turns his efforts and attention away from superheroing and to the family firm, HI could easily become one of the world's most important and influential companies.

PAGE 47 — KENDRICK & COMPANY

Darryl Kendrick didn't find a loophole in the patent laws — he bribed some corrupt officials at the Patent Office to grant him a patent and then cover things up so it all looks legitimate. Many people would love to learn the secret composition of Kendrium; several supervillains (not to mention some less-than-scrupulous corporations) would pay dearly for the information.

PAGE 48 — DR. SILVERBACK

Here are three plot seeds for Dr. Silverback.

Doctor Moreau breaks out of jail and decides to take his revenge on Dr. Silverback. This time, he's backed up by a small cadre of beastmen he's created with a new and improved version of the genetic manipulation device he used on Silverback. Even if the heroes defeat him, they'll have to decide what to do with the beastmen Moreau created.

A member of an extremist religious group that considers Silverback an abomination attempts to assassinate him while he's attending opening night at the Opera House with a bevy of Millennium City's swells.

For whatever reason, Dr. Silverback gets hit with some sort of superpower-draining device. The problem is that the good Doctor's superpowers are intelligence and speech; without them, he's only a frightened animal. When the Doc escapes out into the city, the heroes have to track him down and restore his "powers" before he hurts himself, or someone else.

PAGE 51 — THERESA ADAIR

Theresa is well on her way to becoming an accomplished criminal — she's graduated from shoplifting and petty crimes to running a gang of toughs herself from behind the scenes. Her "posse" has robbed a couple of department stores so far, and has set its sights on bigger prey. She's also the focal point of a romantic triangle with two of Ravenswood Academy's students, Impact and Chain Lightning, neither of whom know about her budding larceny.

PAGE 51 — FITZARTHUR PUBLISHING

Jacob Gibbs is actually Bloodknight, a Morbane of DEMON, and has opposed the Justice Squadron on several occasions. Why Fitzarthur fired Steve Short from his job scripting the *Justice Squadron* comic is a mystery left to individual GMs to unravel. It may have something to do with his colleagues' jealousy over his brilliance and creative energy.

PAGE 51 — TURNER, WATKINS, GRAVES, & NEVILLE

For the most part, Turner, Watkins is an ordinary large corporate law firm. However, two of its major partners — Lucianna Graves and James Bassett — belong to VIPER. The firm represents many businesses that, unknown to the other partners, are VIPER fronts or part of some VIPER scheme.

PAGE 53— NIGHTWIND

Here are three plot seeds for Nightwind.

An unnamed supercriminal, garbed all in black, begins committing crimes throughout Millennium City using semi-mystical martial arts techniques remarkably similar to Nightwind's. Has something corrupted or taken control of him — or did someone else besides Jade Phoenix escape the destruction of Yengtao?

A powerful Chinese demon attacks the PCs unexpectedly. Unsure of what it is or who "sent" it, the PCs have to team up with Nightwind to solve the mystery and defeat their new foe.

The police claim Nightwind gunned down two muggers in cold blood; they've begun a massive manhunt for the masked martial artist. The PCs, who have met Nightwind before, think it doesn't sound like something he'd do. What's going on... and why has Nightwind mysteriously vanished?

For more information about Nightwind's arch-nemesis, Jade Phoenix, see page 121.

PAGE 55 — THE MILITARY/MERCENARY/ TERRORIST WORLD

Millennium City is the "home base" for the super-mercenaries Lazer (see *Conquerors, Killers, and Crooks*, page 166) and Hazard (see page 119). Though both of these supersoldiers-for-hire spend most of their time on the road, either or both might be in town at any given time, looking to spend some money on rest and recreation or waiting for the next contract to come in.

A connection exists between Millennium City

and the war-torn African nation of Lugendu. Since becoming the country's President-For-Life, Joseph Otanga has transferred much of his own ill-gotten wealth *out* of the country. He's invested a generous chunk of it with companies in Millennium City, since he believes in the long-term value of tech stocks. Otanga has become a significant stockholder in several of the city's small, cutting-edge companies, usually through various proxies and without the companies' knowledge. What he plans to do if he gains majority ownership in these companies remains unknown.

PAGE 56 — THE MYSTIC WORLD

Alicia Blackmun is a member of the Trismegistus Council (*Champions Universe*, page 139); she has a three-bedroom apartment in Memorial Park not far from her store. The Magic Lantern is the center of the "white" (good) magical forces in the city; see pages 82, 105 for more information.

DEMON

DEMON has worked hard since to re-establish its presence in Millennium City since the Champions destroyed the Demonhome in 2001. The former Morbane in charge, Monica Knowlton, isn't actually dead; her "bursting into a pillar of flame" routine was part of a teleportation spell that spirited her to safety. Her defeat has left her disgraced, though; the Inner Circle has sent *three* Morbanes to set up the new hame (because it senses the great mystic importance of Millennium City), and Knowlton must answer to them... until her schemes to regain power reach fruition.

DEMON has decided to set up its new hame somewhere in the boundary neighborhoods between Cultural Center and Northside. It has a few allies in Millennium City's "Chinatown" neighborhood, members of the Cult of the Red Banner who have helped it scout locations. Until it completes the new hame, DEMON plans to keep a low profile in the city.

PAGE 56 — SAI

Sai is a former Ravenswood Academy student, the older sister of current student Flicker. She got fed up with being "bossed around" and "held back," and left school to support herself and become a superhero.

Like Flicker, Sai possesses teleportation powers, but has greater control over them; she's also an accomplished martial artist. In addition to basic teleportation, she can defensively teleport (bonuses to DCV, costs END) and aprot her two sais (her signature weapons) back to her after she throws them (Teleportation, Usable As Attack, only on her sais). In time she'll develop more powers, including expanded aprotation abilities.

CHAPTER FOUR

PAGE 58 — CHIEFS KELLEHER AND SURHOFF

Chief Kelleher's "untimely" death may seem suspicious to some PCs, but it was the result of too many double-cheese pizzas, not some sinister plot. Similarly, Chief Surhoff may seem uncooperative and threatening, but that's just because he disap-

proves of vigilantism, not because he secretly works for some criminal organization.

PAGE 64 — KODIAK

Kodiak's mother won't tell him who his father is because she doesn't know. She believes she was kidnapped by aliens, taken aboard their starship, and artificially impregnated with a half-alien baby. The truth is she was kidnapped by VIPER and used as a guinea pig for an experiment in breeding superhumans, but she escaped from the VIPER facility and the organization lost her. Some VIPER scientists who were involved with the experiment back in the early 1960s have begun to suspect who Kodiak is, and VIPER's beginning to pay a lot more attention to him.

Here are three plot seeds for Kodiak.

An old enemy of Kodiak's from his days in New York (you decide who) shows up to settle the score with Cowens once and for all. He announces his presence by murdering a hapless civilian, and leaves a note saying he'll kill one more per week until Kodiak finds and fights him. Wanting to end the killings as soon as possible, Kodiak enlists the help of the PCs as well as the FBI.

Teleios secretly contacts Kodiak, claiming to be Cowens's father and asking to meet with him privately on a matter of utmost importance. What will Kodiak do?

An internal FBI investigation reveals that Kodiak has been taking bribes from VIPER! Knowing he's innocent but can't yet prove it, Kodiak goes into hiding. As the FBI launches a manhunt, Kodiak appeals to the PCs for help clearing his name.

PAGE 66 — TEKNIQUE

Here are three plot seeds for Teknique.

Turbine comes looking for vengeance. Not only has he improved his powered armor so it's not as susceptible to her powers (*i.e.*, he's built in some Mental Defense and Power Defense), he's hired some superhuman backup (perhaps the Ultimates) to help him get his revenge. Unable to handle this on her own, but feeling it's not something she should involve the FBI with, Teknique turns to the PCs for help.

An unidentified villain kidnaps Teknique's mother and warns her that if she brings in the FBI, he'll kill Mrs. Reece. While following the villain's clues (some of which require her to commit crimes), she manages to slip a cryptic message to one of the PCs seeking their help.

Teknique finds herself romantically attracted to a male PC, but is too shy to even think about telling him. What will she do to get his attention?

PAGE 69 — SILVER AVENGER

Here are three plot seeds for Silver Avenger Mayte Sanchez.

Something goes wrong with one of Sanchez's periodic Cyberline management treatments. Under the influence of drugs which alter her perceptions, she goes on a rampage, thinking she's surrounded by criminals and supervillains. The PCs have to stop her without harming her... and then find out if this was an accident, or a deliberate plot by some villain.

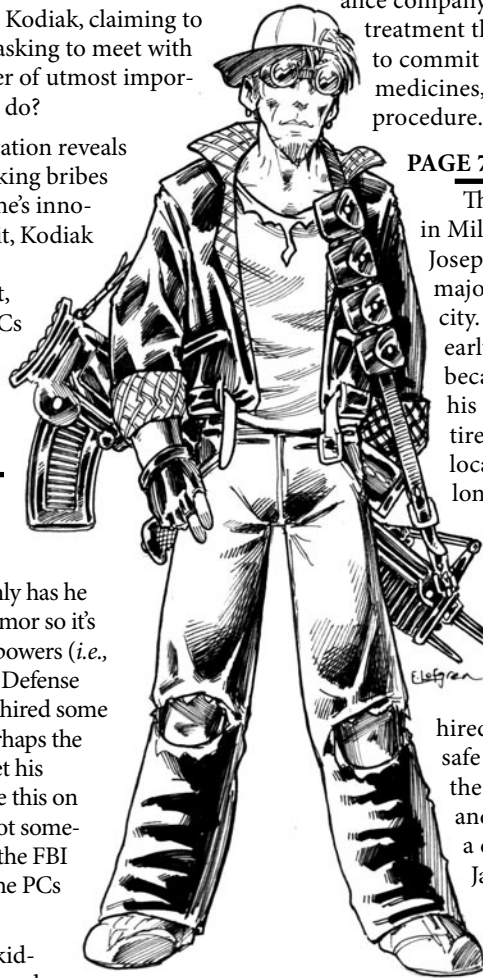
Corruption within the very heart of PRIMUS! Sanchez uncovers a plot by several of her superiors to betray the organization to VIPER. Unsure of who's in on the conspiracy and who's not, she turns to the PCs for help. But is there *really* a conspiracy... or is some manipulative villain deceiving her for his own evil purposes?

Sanchez's husband Javier contracts a rare, and probably fatal, blood disorder. When her insurance company refuses to pay for an experimental treatment that could save his life, she decides to commit crimes to obtain the technology, medicines, and physicians needed for the procedure.

PAGE 72 — ORGANIZED CRIME

The FBI's suspicions about the Mafia in Millennium City are correct. Both Joseph Sorelli and Matthew Cresse are major organized crime figures in the city. Cresse got involved with the Mafia early in his business career, and soon became a valued "advisor" thanks to his brains and contacts. Sorelli, old and tired, plans to turn the reins of the local Mafia over to Cresse before too long and retire to Arizona.

Cresse himself is in his late 50s. Ruthless and greedy, he doesn't care what he has to do to acquire or keep power, as long as he can keep the law from linking him to it — he's paranoid about his security, and has even hired some ex-KGB officers to keep him safe and out of jail. Although he plays the part of an ordinary businessman and family man (he's married, with a daughter Brittany, 22, and a son James, 19), he's participated in over a dozen murders and countless other crimes as he's worked his way up the Mafia ladder. Currently he has his eye on trying to control the local casinos (see page 104).



PAGE 74 — THE NEW PURPLE GANG

The mysterious force molding several of Millennium City's fractured youth gangs into an imposing force is none other than Kevin Poe, son of PSI's founder, Sebastian Poe. When Dr. Poe formed PSI in the mid-1980s, he was married to a young woman named Renee. Their son Kevin was born in 1986. When Poe developed his "Psi Serum," a drug that could amplify existing psionic powers in any individual, he began testing it on his infant son, believing it would have an even greater effect on a brain that was still growing and developing. When Renee found out about the experiments (as well as Poe's affair with his accountant, Madeline Bruner), she could no longer turn a blind eye to his activities. In 1988 Renee left Poe and took Kevin into hiding in Idaho. Poe, besotted with Bruner and his new career as a criminal mastermind, dismissed them from his life without further thought.

Renee and Kevin lived an ordinary life in Idaho. She took a job at a photo-development lab and resolved never to tell Kevin the truth about his criminal father. But as Kevin grew up, he began to display preternatural intelligence. At first he scored astonishingly high on his scholastic tests, but he soon realized his scores drew him unwanted attention and suspicion from his teachers and classmates, so he carefully disguised the extent of his intelligence and became a solid "B" student while educating himself at home. His mother worked long hours to support them both, and as Kevin got older they became less close; Kevin spent a lot of time either alone in his room or at the local library, and most of Renee's suitors didn't much care for the spooky boy.

In 1995, Medusa and her new paramour Psimon betrayed Poe to the authorities and took PSI undercover. Poe faced a public trial, humiliation, and a sentence to Stronghold. Kevin, who watched the proceedings on television, quickly made the connection and realized Sebastian was his father, despite Renee's claims. Realizing at last the cause and nature of his "difference," Kevin was torn with conflicting feelings: pride, for the impressive breakthroughs his father had made; resentment, that he'd been the subject of a callous experiment; and anger, at those mysterious "other members" of PSI his father referred to in his confession. Realizing what he wanted — no, *needed* — to do, Kevin began to plan.

By 1998, Kevin had uncovered a great deal of information about PSI and their activities in Millennium City — information unknown even to local law enforcement. He ran away from home that summer, hitchhiking east with only a small backpack and a burning desire to overthrow PSI and take what it had acquired as his birthright. He would crush Psimon, Cummings, and especially Medusa underfoot, and then rule from behind the scenes.

First he needed a power base. Slowly, he ingratiated himself with one of the street gangs of North Detroit, and before long he became its leader. Several well-planned raids on Millennium City's police armories gave his ever-expanding team a tactical edge over its rivals, and his power-

base expanded as more young gangsters came to his banner. Only a chosen few were allowed to see his face and realize how young their new general was, though. For the others, he borrowed a name and identity from Detroit's storied past — and the Purple Gang lived again.

Kevin knows PSI is too powerful, subtle, and well-connected for him to take on directly yet, but he's almost ready. Soon he'll begin his attacks on the group. While his gang followers commit seemingly random crimes, simultaneously designed to raise capital, hone their skills, and keep them occupied, he observes and studies PSI, and ever-so-patiently plots its demise.

For a typical New Purple Gang member, use the "Street Punk" character sheet from page 176 of *Champions*, but replace the "Brawling" ability with a package of Karate maneuvers, and WF: Pistols with WF: Small Arms.

KEVIN POE

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
10	CON	0	11-	
8	BODY	-4	11-	
30	INT	20	15-	PER Roll 15-
21	EGO	22	13-	ECV: 7
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
4	PD	2		Total: 11 PD (7 rPD)
4	ED	2		Total: 11 ED (7 rED)
4	SPD	16		Phases: 3, 6, 9, 12
5	REC	2		
30	END	5		
20	STUN	3		Total Characteristics Cost: 78

Movement: Running: 6"/12"

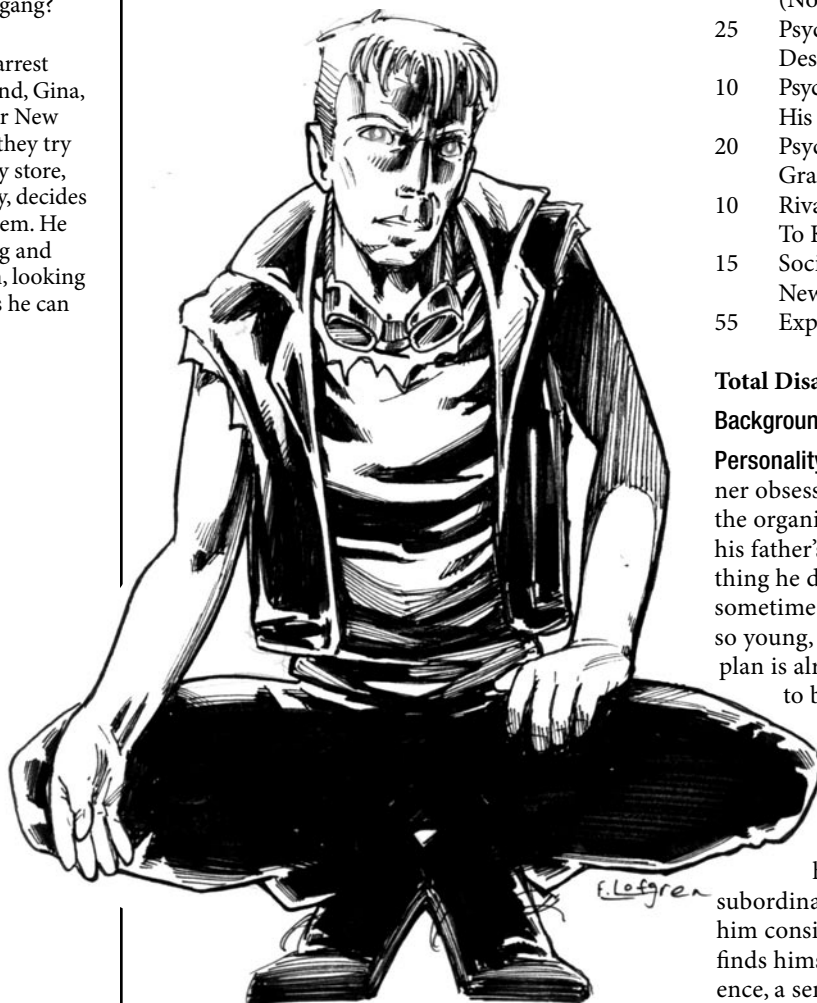
Cost	Powers	END
27	<i>MARS Unit Stunner Pistol:</i> Energy Blast 8d6, NND (defense is Power Defense; +1); OAF (-1), 4 Charges (-1)	0
15	<i>Experimental Laser Pistol:</i> RKA 2d6, Armor Piercing (+½); OAF (-1), No Knockback (-¼), Beam (-¼), 8 Charges (-½)	0
29	<i>Force Barrier Belt:</i> Force Wall (6 PD/6 ED; 6" long and 3" tall); IAF (-½), 6 Continuing Charges lasting 1 Minute each (-0)	0
8	<i>Padded Uniform:</i> Armor (4 PD/4 ED, OIF)	0
15	<i>Powerful Mind:</i> Mental Defense (19 points total)	0
5	<i>Presence Defense:</i> +10 PRE; Only To Protect Against Presence Attacks (-1)	0
Perks		
35	Followers: The New Purple Gang (64 25-point agents)	
2	Money: Well Off (\$200,000 per year)	
Talents		
3	Absolute Time Sense	
6	Combat Luck (3 PD/3 ED)	

KEVIN POE PLOT SEEDS

Kevin decides he needs a stalking horse to weaken PSI before he moves in for the kill. He feeds the PCs information about Mind, Inc. to get them on the right track, then watches carefully so he can pick just the right moment to swoop in and defeat them after they've beaten PSI.

A PC's teenage daughter (or the teenage daughter of a PC's friend) falls in with a bad crowd — the New Purple Gang. When the heroes try to resolve this issue, they're going to find the gang is more than what it seems. And why, exactly, did the girl run off to *this* particular gang?

After the PCs arrest Kevin's girlfriend, Gina, and some other New Purples when they try to rob a jewelry store, Kevin, in a fury, decides to eliminate them. He begins studying and watching them, looking for weaknesses he can exploit.



- 12 Danger Sense (self only, in combat) 15-, Sense, Intuition
- 5 Eidetic Memory
- 3 Lightning Calculator
- 4 Speed Reading (x10)

Skills

- 10 +2 with all Intellect/INT-Based Skills
- 3 Analyze Tactics 15-
- 3 Computer Programming 15-
- 3 Concealment 15-
- 5 Cramming
- 3 Cryptography 15-
- 3 Deduction 15-
- 3 Electronics 15-
- 4 Forgery (Documents, Money) 15-
- 2 Gambling (Card Games) 15-
- 3 AK: Millennium City 15-
- 2 AK: United States 11-
- 1 Mechanics 8-
- 2 Navigation (Land) 15-
- 3 Oratory 11-
- 3 Paramedics 15-
- 3 Security Systems 15-
- 3 Streetwise 11-
- 3 Systems Operations 15-

- 7 Tactics 17-
- 3 Linguist
- 1 1) French (fluent conversation; English is native)
- 1 2) German (fluent conversation)
- 1 3) Japanese (fluent conversation)
- 1 4) Russian (fluent conversation)
- 3 Scholar
- 1 1) KS: Gangs Of Millennium City And Environs 11-
- 2 2) KS: History 15-
- 2 3) KS: Millennium City Law Enforcement 15-
- 2 4) KS: PSI 15-
- 2 5) KS: The Work Of Dr. Sebastian Poe 15-
- 3 Scientist
- 2 1) SS: Anatomy 15-
- 2 2) SS: Biochemistry 15-
- 2 3) SS: Chemistry 15-
- 2 4) SS: Genetics 15-
- 2 5) SS: Microbiology 15-
- 2 6) SS: Psionics 15-

Total Powers & Skills Cost: 272

Total Character Cost: 350

200+ Disadvantages

- 15 DNPC: Gina Clarke (girlfriend) 11- (Normal)
- 25 Psychological Limitation: Obsessed With Destroying PSI (Very Common, Total)
- 10 Psychological Limitation: Overconfident Of His Mental Prowess (Common, Moderate)
- 20 Psychological Limitation: Delusions Of Grandeur (Common, Total)
- 10 Rivalry: Professional (with Psimon; Seeks To Kill Rival)
- 15 Social Limitation: Secret Identity (as head of New Purple Gang) (Frequently, Major)
- 55 Experience Points

Total Disadvantage Points: 350

Background/History: See above.

Personality/Motivation: Kevin Poe is a skilled planner obsessed with a single goal: taking control of the organization his father founded and killing his father's betrayers slowly and painfully. Everything he does relates to that objective, though sometimes through a very indirect path. For one so young, Kevin possesses amazing patience; his plan is already years old and only now beginning to bear fruit.

When dealing with other matters, Kevin remains a headstrong adolescent. He recently acquired his first girlfriend, a fellow runaway and gangster a couple of years older, and her instincts about how to deal with his subordinates in the New Purple Gang have helped him considerably. For the first time in years Kevin finds himself relaxing in somebody else's presence, a sensation he had forgotten. If she ever betrays him, his pain and wrath would be enormous. He still has the hormones of a teenager, despite his advanced intellect.

Quote: “The police? They’re the least of your worries. There’s no way they can out-think *me*.”

Powers/Tactics: Kevin is a super-genius, capable of mastering in days skills that take most adults a lifetime. Right now, he devotes his prodigious intellect to the destruction of PSI, but once he resolves that problem, he’ll turn his mind outwards, perhaps someday becoming one of the world’s most dangerous masterminds. He’s still at the beginning of his career and working his way up, but every passing day makes him more dangerous and brings him closer to his goal.

Kevin prefers to stay far away from any fighting or danger, but he carries two stolen weapons (a MARS stunner and an experimental laser pistol) just in case. If a fight breaks out, he gets behind as much cover as he can before he starts shooting. He’s got a gift for tactics, and he uses it.

Campaign Use: Obviously, Kevin factors significantly into the Mind, Inc./PSI story arc, but you can do more than that with him. He might become involved in an attempt to free his father, or try to expand his street gang power base to other major cities.

If you want to make Kevin tougher, give him some actual psychic powers. A little Mind Control, Telepathy, and/or Mental Illusions would make him a much more dangerous adversary. If he’s too strong for your PCs, get rid of some of his gadgets and Skills.

Kevin won’t Hunt any heroes right now; he prefers to focus all of his efforts and resources on PSI. But he has a long memory, and when the time comes he may use the same sort of tactics that worked on PSI on the heroes.

Appearance: Kevin Poe is a 16-year-old white male, 5’7” and about 140 pounds. He dresses casually, usually in a light leather vest over a heavy metal t-shirt, unless he expects trouble, in which case he wears the distinctive purple leathers of the gang he commands. He has dirty brown hair, which he wears at shoulder length, and gray eyes.

PAGE 74 — VIPER

VIPER has three major Nests in the Millennium City area: one on the waterfront; one near the Renaissance Center; and one in North Detroit.

The McCloskey Tunnel

Beneath the new streets, docks, and warehouses of Millennium City’s waterfront lies the remains of an ambitious, but failed, engineering project. During the rebuilding, a private engineering firm called McCloskey Hutchins & Associates persuaded the city to let it build a second, for-profit, traffic tunnel between Millennium City and Windsor. After two years of effort, the firm declared the project a failure, filled in the beginnings of the tunnel, and left the city.

Or so it led everyone to believe. In truth McCloskey Hutchins is deep within the clutches of VIPER, and the whole plan to build “a new tunnel” was just a smokescreen to cover up the creation of an all-new VIPER Nest for the City of the Future. Located beneath both the waterfront and the river

itself, the McCloskey Tunnel (as VIPER calls it) provides its complement of agents with easy, inconspicuous access to both the city itself and the Great Lakes. Riding in specially-adapted VIPER speed-boat subs, the agents can commit crimes throughout the Great Lakes region, returning in secrecy to the base to dispose of their ill-gotten gains through VIPER’s usual channels.

Blackbeard, as the Nest Leader calls himself despite his blonde locks and utter lack of facial hair, revels in his role as “a modern-day pirate captain” (his words). While he hasn’t yet taken to stopping and robbing ships on the Lakes, he loves to lead his men on raids against waterside targets: rich peoples’ mansions; warehouses filled with valuable cargo; poorly-protected National Guard armories.

In recent months, the McCloskey Tunnel has frequently clashed with Hydro, Millennium City’s aquatic protector. Blackbeard has put several schemes in motion to dispose of this hated enemy once and for all.

Vitruvian Investment Services

Although the smallest of the major Millennium City Nests, Vitruvian Investment Services remains by far the most profitable, year after year. Concentrating on computer crime, white-collar crime, and financial fraud, it rakes in money without dirtying its hands fighting superheroes or strong-arming shipments of valuable cargo.

Based in a 30-story skyscraper near the Renaissance Center, by day Vitruvian Investment Services counsels many wealthy clients on the best way to manage their assets. At night it reveals its true face, using its resources to commit the stealthiest of crimes. The Nest Leader, known to underling and superior alike as the Vitruvian, has also begun branching out into biotechnology crime.

Compared to the other two large local Nests, VIS has a small complement of agents and equipment; it works by stealth, not brute force. If necessary it contracts most of the “agent services” it needs from the other Nests, or even Nests elsewhere in the country.

Greene Scales & Gauges

Located within and beneath Greene Scales & Gauges, a front company that manufactures industrial measuring devices, the region’s third major Nest does a thriving business not just as a criminal operation, but as a maker of security and sensor technology for other Nests. Using its production facilities, it can tailor-make a security system suited to the needs of any VIPER installation. Its primary criminal activities include hijacking, smuggling, robbery, fraud, and some protection rackets.

Leading this Nest of manufacturer-thieves is Roberta Alexander, an Americanized Soviet expatriate better known throughout VIPER simply as “the Russian.” In addition to her tactical and organizational skills, she possesses minor psionic abilities. While she’s pleased with the success, power, and money she’s acquired through the organization so far, she wants more. She feels the rest of the organization considers her Nest the least

important of the three major Lennie Nests, and she intends to change that. To that end, the Russian plans to lead her underlings on several high-tech robberies to acquire the parts to build a super-weapon — a Neural Amplification device designed to boost her low-level psionic powers.

PAGE 74 — ARGENT

ARGENT has been present in Millennium City even before VIPER. Intrigued by the idea of a “City of the Future” — and by the thought of so many high-tech corporations clustered in the same area, ripe for the picking — it contributed heavily to the Millennium Project through various front corporations. In addition to money, these dummy businesses offered their technical expertise as well, and as a result ARGENT gained easy access to many technological secrets. Among other things, it has plenty of vehicles that seem to come equipped with Vehicle Control Chips, but in fact aren’t. The fake chips can fool an officer’s field scan, but don’t actually register the vehicle’s trips through the city in the SRMCC.

ARGENT’s main front in Millennium City as of 2003 is the Dynamic Technologies Research Group (DTRG), a technology research and consultation firm with offices in Westside. The DTRG building contains plenty of high-tech safeguards to keep superheroes or police from discovering the secret laboratories and manufacturing facilities hidden beneath it, as well as multiple escape routes (including sealed “tunnel-

boats” that can carry people through the sewers to the Detroit River quickly, and several rocket-assisted-launch aerial hovercraft). ARGENT has agents planted in or controlling several other technology-oriented firms throughout the Millennium City area, so finding and destroying the DTRG base would just slow the group down, not stop it.

The leaders of ARGENT in Millennium City are Dr. Victor Hopewell, a gifted physicist who runs most of the laboratories and research programs, and Lucinda Sadler, who handles business and administrative matters. While both are ruthless and selfish, they work together surprisingly well, which keeps the local ARGENT operations free of the backstabbing that sometimes plagues the organization elsewhere. Their underlings widely assume the two are lovers, but they’re wrong.

THE ARENA

In the past year, the Arena — illegal underground pitfighting often featuring superhumans — has at long last come to Millennium City. (See *Champions Universe*, pages 53-54, for more information.) In an abandoned warehouse in Ferndale on Friday nights, a most unusual gathering takes place. Some of the wealthiest and most jaded members of Millennium City’s social elite gather in a neighborhood they otherwise would never see, to sit on hard wooden bleachers and bet vast sums of money on the outcome of brutal and bloody battles between (often superpowered) fighters in a specially reinforced ring. No one knows who actually runs the Arena; the bouncers at the door are exceptionally large men with hard eyes who do not talk. It costs \$500 to get in, and while management makes no guarantees, the odds are good guests will see the most violent action in town.

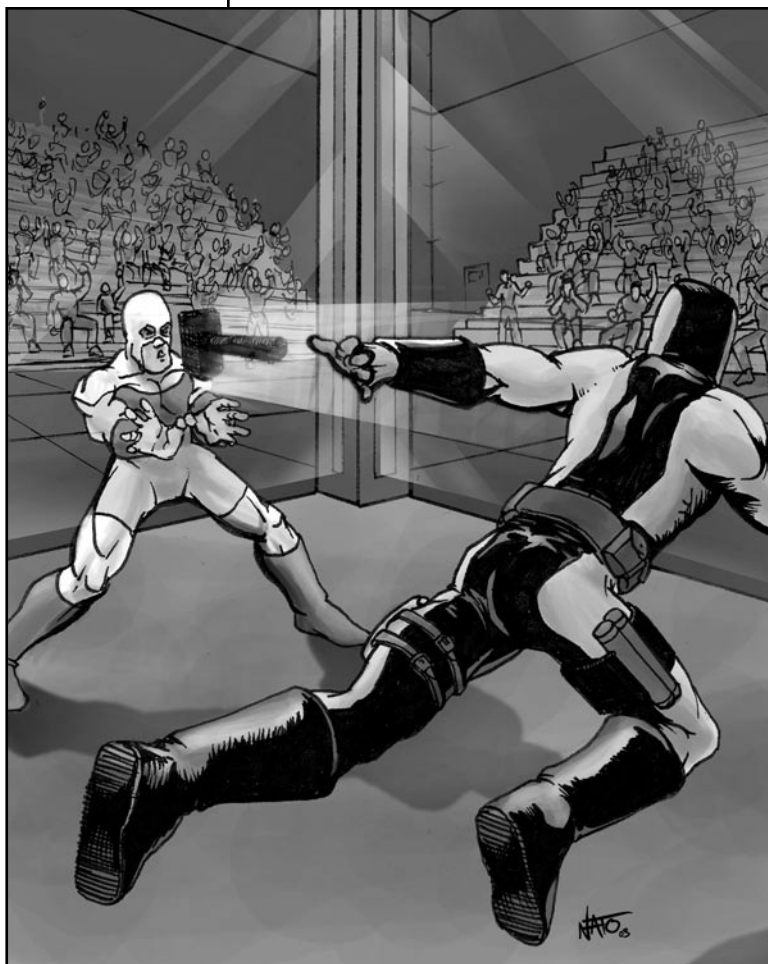
“Management” means organized crime. The Mafia didn’t start the Arena, but it muscled in on the deal a long time ago, and today it calls all the shots. In Millennium City, the man in charge is Frank “Full Frankie” Zaretti, a flashy high-roller type who spends a lot of time (and money) in Millennium City’s casinos. Zaretti dictates when fights take place, who gets to fight, and “the line” on each of the fighters. Anyone who makes trouble has to deal with his large group of big, strong, ugly enforcers and bodyguards.

Here’s an example of one of the Arena’s superpowered fighters: the Black Mace. He’s not the best, but is good enough to have survived a few years on the circuit. A PC who enters the competition (by whatever means) might meet him in an early round.

BLACK MACE

30	STR	18	DEX	25	CON	15	BODY
9	INT	15	EGO	15	PRE	6	COM
18	PD	15	ED	5	SPD	11	REC
50	END	45	STUN				

Abilities: Spiked Mace Hand (HKA 2d6 [4d6 with STR], Damage Resistance (14 PD/14 ED); +3 Hand-to-Hand, AK: North Detroit 11-, KS: The Arena 11-



150+ Disadvantages: Physical Limitation: Lacks Right Hand; Psychological Limitation: Macho; Psychological Limitation: Plays to the Crowd

Notes: Black Mace fights in the Arena by choice, not coercion. He enjoys the sound of the crowd, the thrill of personal combat, the satisfying impact of scoring a solid blow with the spiked mace he has in place of his right hand. When he first joined the Arena he was only a brawler, but after he lost his right hand to a sword-wielding ninja (whom he choked to death in response), he had it replaced with the mace. Thanks to his new name and image, he's become one of the Arena's solid mid-level performers.

CHAPTER FIVE

Hot Spots For Cool Heroes

Here are campaign use suggestions, plot seeds, and other secret information about the locations and people described in Chapter Five. Mind, Inc. and PSI are covered in a separate section below.

PAGE 76 — THE BARLOWE HOTEL

The Barlowe can figure into all sorts of adventures. Wealthy PCs might stay there while construction crews fix their Secret Headquarters after the latest supervillain attack. For that matter, a supervillain on the run might stay there incognito, or a foolhardy one might try to break into the vault. Visiting celebrities and wealthy guests might become the targets of kidnapping attempts. A mundane thief who successfully penetrated the vault's security would make his reputation.

One of the Barlowe's most luxurious rooms is permanently reserved for a Spanish guest the staff knows only as "Mr. Salazar." Salazar is, in fact, Menton; he stays here during his rare visits to Millennium City.

Plot Seed: The Weeping Woman

Suite 811 of the Barlowe has acquired a reputation as haunted ever since the up-and-coming young actress Kara Brenner committed suicide there in the summer of 2000. Guests have reported strange sounds, including breaking glass and the sound of a young woman crying, and at least a couple of guests claim they saw a weeping figure in a white gown walking the halls late at night. The Barlowe management hasn't done anything to quell these rumors; after all, Brenner had a lot of fans, and the publicity hasn't hurt the Hotel at all... at least, not until a second woman died in Suite 811 last night. Now they'd really appreciate it if the PCs would take a *discrete* look into this "haunting" before the story gets any uglier.

PAGE 77 — BELLE ISLAND PLANETARIUM

Heroes who lack their own super-science facilities can bring alien artifacts, mysterious devices, and wayward extraterrestrials to the Science Center for study. The lab's location on Belle

Isle not only offers a pleasant change of pace from the city streets when it's time to run a combat, but the crowds of visitors provide a ready-made source of hostages for villains who need to make a quick escape.

Plot Seed: Attack Of The Midnight Movies

A meteorite crashes to Earth somewhere in the city, damaging a skyway before crushing a parked car. The police bring the basketball-sized stone to the Science Center for examination, but it proves resistant to probes. That night, when no one but the standard B-movie complement of an overworked grad student, her dog, and a janitor are in the facility, the meteor splits open to release a slithery, slimy space creature. The sharp-clawed nasty escapes into the woods, where our intrepid heroes have to track it down before it begins feasting on the weekend beach visitors on the southwest end of the island. If the Beastie is too powerful for your group, reduce its attacks, but don't make it any easier to find (and if necessary give it other powers, like Invisibility to the Mental Sense Group, to keep the PCs from finding it easily). If you need to make it more powerful, add some size and strength to the creature using the "Increased Size" packages from page 27 of the *HERO System Bestiary*.

THE ALIEN BEASTIE

25 STR	23 DEX	22 CON	15 BODY
13 INT	8 EGO	25 PRE	4 COM
12 PD	10 ED	6 SPD	10 REC
44 END	40 STUN		

Abilities: Fangs (HKA 1d6+1, 2 ½d6 with STR), Claws (HKA 1d6+1, 2 ½d6 with STR, Reduced Penetration), Irritating Spittle (Sight Group Flash 4d6, 2" range), Scaly Rattle (+10 PRE, Only For Fear-Based Presence Attacks), Damage Resistance (12 PD/10 ED), Running +6" (12" total), Nightvision, Tracking for Normal Smell, +2 PER with all Sense Groups, +4 DCV, Concealment 13-, Stealth 15-.

75+ Disadvantages: Physical Limitation: Alien Physiology; Psychological Limitation: Regards Humans As Food/Playthings; Vulnerability (2 x STUN from Cold).

Notes: The Alien Beastie comes from a hot, humid world. It dislikes cold (and even takes extra damage from Cold-based attacks) and dry conditions, and will avoid both. If it knows its prey is helpless, it likes to "play with its food"; if it can tell it's outnumbered or out-powered, it runs and hides.

PAGE 78 — DR. SILVERBACK'S LAB

Any campaign that features Dr. Silverback as an NPC could involve scenes in his lab and offices; GMs should play up the small details of the facility (the oversize coffee mugs, the radio playing jazz standards softly in the background) to help players feel comfortable in the space. Cambridge serves as a useful "neutral" corporation — it's neither a front for villainous activities nor a group of crusading good guys, but a realistic company looking to make a profit while benefitting society at the same time.

CASINO OBJECTS

Object	DEF	BODY
Blackjack table	4	5
Chair	3	3
Cocktail tray	1	1
Craps table	4	10
Rack of chips	1	2
Roulette wheel	3	2
Shoe of cards	1	1
Slot machine	4	6
Stool	3	2
Whiskey glass	1	1

Plot Seed: An (Anti)matter Of Time

The Animal Defense Front targets Cambridge Biotech and their famous spokes-animal, sneaking into the facility late one night to free the lab animals and spraypaint some slogans on the building. Unfortunately, a corporate spy has infiltrated the ADF itself, and he uses the group's monkeywrenching as an opportunity to steal some of Silverback's experimental proto-antimatter, based on life forms discovered by the Fabulous Five in the Antimatter Universe. Terrorists or rogue governments could make this substance into an awful weapon, but the ADF won't reveal the identities of the activist vandals. Can the heroes convince them before it's too late?

PAGE 79 — THE HARMON ESTATE

The Harmon estate, with a few modifications, can serve as home or headquarters for any wealthy PC or NPC. Conversely, thieves might target it for a robbery or home invasion, and lunatic supervillains might decide to crash a fancy party.

David Lovette's death in 1937 wasn't the result of foul play. It was, in fact, a suicide... unless, of course, you prefer otherwise. In any event, Lovette's ghost might haunt the mansion.

Plot Seed: Time To Redecorate, Anyway

Word spreads through the underworld that before his mysterious death in 1937, David Lovette supposedly acquired and hid on his estate an enormous emerald. Some rumors claim it's in a secret vault hidden in a wall or ceiling, some that it's buried somewhere on the grounds, some that there's a special basement accessible only by a cleverly-concealed door. Soon every thief in the northern U.S. has arrived in Millennium City to scope out the joint and plan his break-in. Since Harmon's rarely home, it looks like a pretty easy take — except for that state-of-the-art security system....

PAGE 80 — THE HORIZON CASINO

A casino is an excellent location for roleplaying — the glitter, greed, noise, and tension provide an excellent backdrop for meetings with underworld informants or secretly tracking the activities of mob bosses. Casinos' "banks" make tempting targets, either for subtle thieves or supervillains who decide to crash through the roof. With thousands of bystanders in a relatively confined places, as well as machinery, neon, and large wooden tables, a casino makes an outstanding location for a complicated running fight scene.

The Horizon and the Gold Nugget are both what they seem — ordinary casinos, honestly run. On the other hand, one of the Las Vegas corporations behind the Promised Land is just a front for VIPER, which uses the casino to launder money. State Gaming Commission officials are beginning to suspect something and have begun sniffing around for evidence of wrongdoing.

Plot Seed: Ocean's 350

The Chippewa have recently faced pressure from reputed organized crime boss Matthew Cresse (page 98), who owns Millennium City Disposal Services as well as several beer and wine distributorships elsewhere in Michigan and Minnesota. Cresse's employees and associates have tried (unsuccessfully) to infiltrate the staff and lower-level management of the Horizon. They want to use it to launder money as well as generate business for the trucking, house-keeping, and facilities-management services the gang already has interests in. They'd also like to provide loan sharking "services" to compulsive gamblers. So far, the tribe has resisted Cresse's advances and thwarted his schemes, but he hasn't made them his *final* offer....

Cresse's had enough of talking with the Chippewa tribal leaders and decides to provide them an object lesson by hiring a couple of supervillains to rob both the vaults and the patrons at the Horizon. (Howler, Armadillo, and Lodestone might work nicely here.) Cresse figures if he harasses the tribe enough, it will sell out to him rather than deal with the headaches. A good detective PC could uncover the connection, though, and turn the tables. For a "if not for you meddling kids" variant, perhaps some of the super-teens from Ravenswood Academy sneak into the Horizon for an evening of (mostly) innocent fun, stumble across Cresse's latest scheme, and decide to stop it.

PAGE 81 — LEO'S BAR

Leo's provides an ideal setting for streetwise heroes to "patronize" fairly regularly. They can periodically drop by to get some information, in the process provoking a brawl that smashes up all of the glassware as well as the big window up front. In fact, GMs can play up the background humor of the place



by showing Leo's regularly getting new windows installed after each visit.

Plot Seed: One Good Turn

Lady Blue owes one of the PCs a favor after a recent encounter, and pays off by giving the hero the location of Leo's and telling him his arch-enemy is recruiting some muscle for a big job there. By disguising himself and getting hired as a henchman, the hero may finally get the drop on his elusive nemesis.

PAGE 82 — THE MAGIC LANTERN BOOKSHOP

Alicia Blackmun (see page 82) can serve in a support role when a magical threat arises — she stays behind in the bookstore researching the history and weaknesses of the bad guy while the heroes do the heavy lifting. The Trismegistus Council provides a hook for any group to get involved with apocalyptic menaces, and once they've made a connection with the PCs can turn up as allies in any part of the world. If Alicia is the first member of the Council the PCs encounter, they may be surprised by how serious and dour the other members seem in contrast. Also, Alicia might make a nice romantic subplot for a likely young hero; she can take care of herself in a pinch, but comes with her own set of enemies.

Autumn Sommers definitely believes in magic, though she has no talent for it herself. She's just shy and doesn't like to talk much. Magda is the widow of a Nazi concentration camp guard and too ashamed of her past to discuss it. She's terrified of going to Hell when she dies (though she herself has never done anything evil), and is trying to stave off that horrible fate by doing what good deeds she can in the time left to her.

Plot Seed: The Bad Penny

A mysterious old man arrives at the Magic Lantern with a box of what seems to be junk: old books, bags of smelly powder, and an ornate brass key. When questioned, he drops the box on the counter and runs away with much greater agility and speed than one would expect from such an elderly fellow. When Blackmun examines the contents of the box, she begins to wonder if these objects once belonged to the infamous Dr. Macabre (see *Champions Universe*, pages 14-15). Could the key be the Janus Key? And who was that "old" man? That night, someone tries to break into the shop after hours....

PAGE 83 — MILLENNIUM CITY GEOTHERMAL POWER PLANT

Apart from serving as background information about Millennium City's ongoing efforts to generate enough energy for such a wired society, the Geothermal Plant provides an excellent location for truly dangerous fight scenes. The numerous wells each have DEF 10, BODY 10, and if punctured in any way release clouds of superheated steam that inflicts 3d6 Killing Damage to everyone within 3" of the well. If an attack damages the Heat Exchanger (it's DEF 8, BODY 13), it might (1-3 on 1d6, +1 to the roll for every

point of BODY damage suffered after 5) explode, inflicting a 4d6 Killing Damage Explosion on the area. Plus, of course, there are numerous metal beams and pipes, ladders and platforms for workers to dangle helplessly from, and other such "scenery."

Plot Seed: Bottom Of The Well

The city's engineers decide to sink another well-shaft to pump up additional water for the power plant, and accidentally penetrate a cave deep in the bedrock that's the ancient burial ground of a Lemurian Golem (see *Conquerors, Killers, And Crooks*, pages 223-224, but make it a bit stronger and tougher). The magicomechanical menace smashes its way to the surface and heads off towards the plant to smash some more. Even if the heroes defeat it, they may start to wonder how it got buried out here in the first place....

PAGE 84 — MILLENNIUM CITY MERCY HOSPITAL

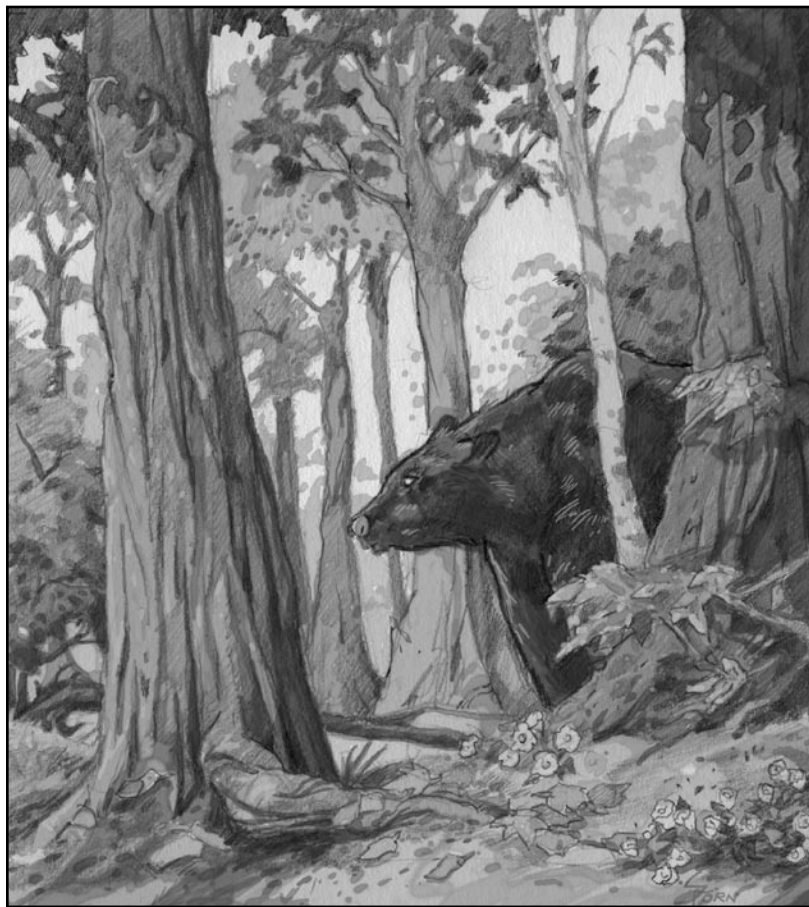
When a PC (or beloved NPC) needs hospitalization, Mercy Hospital provides you with an excellent opportunity to show off the advanced nature of Millennium City's services. Hero teams without their own healer or doctor will love having such a good hospital nearby. On the other hand, all those doctors and all that medical tech could easily become the target of kidnappings and burglaries by desperate supervillains.

Plot Seed: The Millennium Strain

A nasty new form of the flu is going around, and its lethality seems to increase every day. The situation has Mercy's top doctors stumped... until their research reveals that someone manufactured the virus and unleashed it on the city deliberately. When the *Millennium City Press* receives a note demanding a billion dollars in exchange for an effective antidote, the PCs must track down the biological blackmailers. As for who's behind the plot, it could of course be Teleios (though it's a little crude for him), or perhaps someone who hired him or stole a sample from his labs. In the latter case, he may help the heroes (directly or indirectly) to create an antidote and/or track the perpetrator down — but he'll leverage the situation to get money or favors out of the PCs first.

PAGE 85 — MILLENNIUM CITY UNIVERSITY

Millennium City University is jam-packed with ideas for scenarios. At least three professors — Steve Maxwell (Tachyon), Ethan Neritski (Anubis), and Susan Sonderheim (Howler) — have villainous alter egos, and several other superhuman "careers" have begun in the classrooms and laboratories of MCU. Player characters without knowledge of some subject (computers, archaeology, oceanography...) might turn to a helpful professor for assistance, or a graduate student might seek a hero's aid to test some theory. And it's always possible some experiment will "get loose," requiring the heroes to round it up....

**Plot Seed: School Daze**

One morning, all the students, professors, and workers living on or near campus wake up to find their minds completely blank! Most of them at least know who they are, but they can't remember what they're majoring in, where their families live, or the way to get to Eddington Library. Who's stolen their memories, and why... and how can the PCs set things to rights?

PAGE 86 — MILLENNIUM CITY YACHT CLUB

The Clubhouse makes an excellent location to hold parties, benefits, regattas or pretty much any other excuse to get a number of wealthy people in one place so that an enterprising supervillain can rob them. Heroes who need access to corporate heads or important politicians may find them with their guards slightly lowered here.

Plot Seed: Crazy 'Bout The Buoy

The Yacht Club hosts a race for charity, and everybody who's anybody comes out to enjoy the contest. This, of course, provides an excellent opportunity for crooks who enjoy one-stop shopping. Unfortunately, two different groups of bad guys decide to attack the same day and wind up fighting each other. The PCs must restore order and keep the bystanders alive.

PAGE 87 — THE MILLENNIUM CITY ZOO

The Zoo makes an excellent place to dispose of monsters and other living plot devices. It could also serve as a springboard for stories if some of those monsters escaped, or if the Zoo asked the PCs for help obtaining a creature for their exhibit.

Plot Seed: Cazulon's Revenge

Whatever has kept Cazulon tiny wears off at last, and Millennium City finds itself menaced by the gigantic firebreathing creature. (The "Giant Dinosaur" from the *HERO System Bestiary*, pages 199-200, works nicely here, but adjust to taste for your own campaign.) This scenario is particularly entertaining if your PCs have met Cazulon in his diminutive form previously. If the heroes can't beat the monster in a straight-up fight, they'll have to get help from the now-retired Microman (see page 28).

PAGE 87 — NINTH PRECINCT HOUSE

Heroes may have plenty of reasons to see the inside of a precinct house, whether they're swearing out a citizen's arrest, participating in the questioning of a criminal, or facing arrest themselves (mistaken identity or a frame-up, of course!). Roleplaying a MARS Unit might make an interesting change of pace.

Plot Seed: You Had It Last!

Either with the help of an inside man on the force or perhaps using some superhuman powers or technology (a tunneling device, for example), the New Purple Gang pulls off the crime of the year, robbing the Ninth Precinct House of its MARS equipment and anything valuable in the evidence room. Now the cops must work with the heroes to track the criminals before the Gang uses the cops' own weapons on a crime spree.

PAGE 88 — THE GROVE

The Grove is a good place to locate any small-time dealers, runaways, or poor NPCs if you need a "grim and gritty" locale in an otherwise almost eerily-clean city. "Dark Avenger of the Night" PCs might prefer to concentrate their efforts outside the city's gates.

Plot Seed: Monster On Your Back

Teleios secretly cuts a deal with the Cobra Lords, providing them with cheap cocaine for an excellent price. Of course, he hasn't told them about his genetic manipulation of the coca plants from which he obtained the drug, or how excited he is by the first reports of users transforming into hideous monsters and going on destructive rampages. Eventually, the heroes track the mutagenic drugs back to the Cobra Lords' houses, and from there perhaps to Teleios' local lab....

PAGE 89 — PHAROS NATIONAL HEADQUARTERS

Pharos gives you a large and mostly faceless corporation that's not entirely good or evil. It's big enough for crooked behavior to go undetected, but still provides benefits to society (like the Learn 2 Earn program, although some villain could certainly turn that to sinister ends if he had a mind to).

Plot Seed: Hot Time In The New Town

Someone (the GM decides who) hires Steel Commando (*Champions Universe*, pages 122-123) and his team of mercenaries, including the villain Blowtorch, to drive Pharos out of busi-

ness. After a couple of preliminary strikes at Pharos facilities out of town, the mercenaries decide to take out the company's headquarters in a large and public fashion. They rig the building after hours to start a horrific fire, and stick around inside until the last minute to prevent firefighters from putting the fire out until it's too late. (They plan to escape using a hovercar, or the like.) One of the firefighters escapes the ambush and lets the heroes know what's going on.

Page 90 — Mind, Inc. And PSI

Mind, Inc. is not the benevolent self-help organization it seems. In fact, it's nothing but a front for PSI, through which Psimon and Medusa hope to recruit more mentalists and gain greater power in Millennium City. (For basic information about PSI, including writeups of Psimon, Medusa, and other major members, please refer to *Conquerors, Killers, And Crooks*, pages 89-100.)

When a "student" comes in for his first session, he meets with a Mind, Inc. "counselor" — a specially-trained agent, brainwashed into having suicidal loyalty to PSI. Counselors screen students, looking for those with special skills or influence for Cummings (and therefore PSI) to make use of. They also search for signs of some level of psychic ability (in PSI's experience, the untrained psychic population frequently winds up engaging in specific patterns of self-medication with drugs or alcohol at some point).

Students who don't seem to have any appreciable social influence, wealth, psychic powers, or other assets PSI can exploit receive as much treatment as they can pay for. Since the counselors have no formal training, the benefits (if any) are doubtful. Students with useful assets other than mental powers get drawn further into the organization through subtle psychosocial manipulation and brainwashing, so that they return for repeated sessions and spread the good word about MI to their friends. If necessary, a member of PSI can enforce these feelings of goodwill with Mind Control.

If a counselor suspects a student could have psychic abilities, he brings in Trace to make a final determination. When PSI finds a mentalist in this fashion, it recruits the subject into one of MI's "Life Skills" programs. Then it brings him to "The Ranch," a small cabin in the woods near Utica, New York, where PSI's professional brainwashers soon break the subject's will and add him to the team.

Mind, Inc.'s business counseling services are a little more legit; to maintain the facade PSI uses only counselors and advisors with genuine business and financial experience. But though the advice may be of higher quality, the ultimate goal of the

"consulting service" is to subtly "recruit" influential and wealthy people into the organization. Through "donations" and the purchase of books and more consulting services, these people enrich PSI; through their status they give PSI more power over the social and political life of Millennium City. Psimon and Inquisitor frequently take on roles as "assistants" to the actual corporate trainers and spend the sessions reading the minds of the assembled executives while they perform cover tasks. The increase in the size of PSI's stock portfolio as a result of all the "insider tips" alone more than pays for the cost of running MI.

ABOVE THE SECOND FLOOR

The third floor of the MI building holds the meeting rooms and library of PSI, as well as the laboratory of Dr. Edwin Hurtado, former associate of Sebastian Poe. Here Hurtado works on improving the Psi-Serum and maintains supplies of the drugs that keep Torment under control. Medusa's private office, from where she runs her secret campaign to monitor and control the City Council, takes up one quarter of the floor.

The fourth through seventh floors house the various junior members of PSI, including the trainees like Deuce and Soulfire and senior agents such as Hypnos (who also maintains a private apartment in Northside) and Lancer.

The eighth floor features four penthouse apartments, one each for Psimon, Medusa, Mind Slayer, and Cummings. Psimon's ostentatiously-decorated rooms have white shag carpeting, lots of mediocre art on the walls, and a baby grand piano, as well as a small but impressively expensive collection of wines. Medusa's more sedate rooms show her sense of taste. Mind Slayer's rooms are smaller, spartanly furnished, and littered with comic books; she sleeps on a futon and her one major piece of furniture is a large entertainment center, with DVD player and an impressive set of amplifiers. Cummings has lavish quarters, warm and comfortable with large leather chairs, rows of bookshelves, a mahogany rolltop desk, and a large globe.

Reports of the building's high security aren't exaggerated. Every significant door has high-tech locks and alarms; assume a -5 to all Lockpicking and Security Systems rolls unless the characters have a PSI identification pin (which sends out signals to automatically disarm the security systems and unlock the doors).

MORE MEMBERS OF PSI

Psimon, Hypnos, and the other PSI members described in *Conquerors, Killers, And Crooks* aren't the organization's only agents. Here are character sheets for several more: Deuce; Soulfire; Bodyjacker; Edward Cummings; Trace; and Inquisitor.

USING MIND, INC.

Apart from the adventure seeds listed here, Mind, Inc. makes an interesting bit of background color. Its commercials on television and radio, its heavy use of the city's 3-D billboards, and its ad plastered on park benches and the sides of buses all help create a sense of "reality" and consistency for the Millennium City setting. Player characters or NPCs who find themselves facing issues of addiction or mental health concerns may turn to Mind, Inc. for help and find themselves in the grips of PSI's professional brainwashers.

DEUCE PLOT SEEDS

Angela reads reports in the news of a “shadowy figure” who’s slaughtered several innocent people. She’s terrified her Shadow-self is to blame, but she has no recollection of any such actions — or even of unleashing the Shadow-self at that time. She doesn’t dare tell anyone in PSI that she might be losing control of her powers; who can she turn to?

Deuce meets a male PC when they’re both in their Secret Identities and becomes romantically attracted to him. How can she develop a relationship without revealing who she is, and what she does?

A chance encounter reveals that Shadow-dragon (*Conquerors, Killers, And Crooks*, page 193) can control Deuce’s Shadow-self, calling it forth at will, commanding it, and even enhancing its power. He kidnaps her and the two of them begin a crime spree that the PCs have to stop.

DEUCE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
17	DEX	21	12-	OCV: 6/DCV: 6
11	CON	2	11-	
8	BODY	-4	11-	
10	INT	0	11-	PER Roll 11-
18	EGO	16	13-	ECV: 6
8	PRE	-2	11-	PRE Attack: 1½d6
14	COM	2	12-	
4	PD	2		Total: 12 PD (8 rPD)
3	ED	1		Total: 11 ED (8 rED)
4	SPD	13		Phases: 3, 6, 9, 12
4	REC	0		
22	END	0		
20	STUN	1		Total Characteristics Cost: 52

Movement: Running: 6”/12”

Cost Powers **END**

92	<i>Shadow-self:</i> Duplication (370-point shadow form), Altered Duplicate (100%; +1), Ranged Recombination (+½); Original Character Is Incapacitated And Helpless While Duplicate Exists (-1), Duplicate Automatically Recombines With Deuce If It’s Knocked Out Or Killed And Cannot Be Re-Created For One Day Thereafter (-0)	0
20	<i>PSI Blaster:</i> Energy Blast 8d6; OAF (-1), 16 Charges (-0)	[16]
16	<i>PSI Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½)	0
4	<i>PSI Radio:</i> Radio Perception/Transmission; OAF (-1), Affected as Hearing Group As Well As Radio Group (-¼)	0
16	<i>Mental Wards:</i> Mental Defense (20 points total)	0

Skills

2	Animal Handler (Equines) 11-
3	Concealment 11-
3	KS: The Bible 12-
2	Language: French (fluent conversation; English is native)
3	Shadowing 11-
3	Stealth 12-

Total Powers & Skills Cost: 184

Total Character Cost: 236

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: VIPER 8- (Mo Pow, NCI, Kill)
25	Psychological Limitation: Despondent, Believes She’s a Hopeless Sinner (Very Common, Total)
20	Psychological Limitation: Terrified Of Both PSI And Its Enemies (Common, Total)
15	Social Limitation: Secret Identity (Angela Baker) (Frequently, Major)

Total Disadvantage Points: 290

“SHADOW-SELF” FORM

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [0]
30	DEX	60	15-	OCV: 10/DCV: 10
18	CON	16	13-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
25	EGO	30	14-	ECV: 8
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
3	PD	3		Total: 3 PD (0 rPD)
22	ED	18		Total: 22 ED (10 rED)
6	SPD	20		Phases: 2, 4, 6, 8, 10, 12
5	REC	2		
40	END	2		
20	STUN	1		Total Characteristics Cost: 153

Movement: Running: 6”/12”
Flight: 30”/60”

Cost Powers **END**

60	<i>Shadow Form:</i> Desolidification (affected by any energy attack), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½)	0
60	<i>Shadow Touch:</i> Ego Attack 3d6, Affects Physical World (+2); No Range (-½)	9
5	<i>Hard To Hurt:</i> Damage Resistance (10 ED)	0
10	<i>Mental Wards:</i> Mental Defense (15 points total)	0
60	<i>Shadowflight:</i> Flight 30”	3
5	<i>Shadow Sight:</i> Nightvision	0

Skills

4	+2 OCV with Shadow Touch
5	Concealment 12-
5	Shadowing 12-
3	Stealth 15-

Total Powers & Skills Cost: 217

Total Character Cost: 370

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
25	Enraged: when Angela’s body is taken/moved (Uncommon), go 14-, recover 8-
20	Hunted: VIPER 8- (Mo Pow, NCI, Kill)
20	Physical Limitation: Mute (All The Time, Greatly Impairing)
15	Physical Limitation: Automatically recombines if Knocked Out Or Killed (Infrequently, Fully Impairing)
20	Psychological Limitation: Revels In Chaos And Fear (Common, Total)
15	Vulnerability: 1½ x BODY from Energy Attacks (Very Common)
45	Experience Points

Total Disadvantage Points: 370

Background/History: Angela Baker was born in 1981 in Mill Valley, California, to parents of the “hippie” generation who belonged to a series of “alternative” religious groups. In 1994 her mutant power first manifested at a weekend prayer meeting; as she prayed along with the rest of the congregation, she slowly slipped into unconsciousness and a diaphanous “shadow-form” began to float around the room. Her parents and their “guru” condemned the creation as a manifestation of Angela’s sins and cast her out of the congregation, decrying the taint of Satan in her.

Angela went to live with an aunt in San Francisco. Her aunt had little interest in her, so Angela spent a fair amount of time on her own. While she struggled to get along with the aid of a local church, her shadow form caused havoc on the dark streets at night. Fearing for her own sanity, she visited a Mind, Inc. outlet bookstore, where a counselor, realizing her “sinful shadow” might indicate potential psionic powers, called Edward Cummings. It wasn’t long before Angela, now code-named “Deuce,” was a student of PSI living in Millennium City.

Personality/Motivation: Angela has learned a great deal about the nature of her powers from her studies with Psimon and Inquisitor. She now accepts that her power is psionic and not the work of the Devil, and with that understanding has gained greater control over her “Shadow-self.” She’s grateful to PSI for its assistance and the financial aid, and though she’d prefer not to commit any more crimes, she’s weak-willed enough to do as she’s told. Besides, her “shadow” very much enjoys the fear and chaos she spreads working for PSI, and it’s getting harder to resist the desire to release the shadow....

Quote: None. Angela’s Shadow-self is mute, and she herself spends most combats unconscious.

Powers/Tactics: Angela’s mutant powers allow her to manifest a psychokinetic “being,” a semi-ethereal form of shadow. Intangible to the physical world and able to fly at tremendous speed, her Shadow-self creates painful psionic interference patterns in sentient targets by means of a wraithlike touch. However, while her Shadow-self is active, Angela falls into a deathlike coma, utterly nonresponsive to outside stimuli until something disrupts her Shadow-self (i.e., Knocks it Out or kills it) or it returns to her voluntarily. (In game terms, Deuce

has to buy another Duplicate if her Shadow-self is killed, of course; the special effect of the purchase is that she just re-creates the same Shadow-self.) Angela retains all memories of the Shadow-self’s actions while it was out of her body. PSI prefers to use Deuce as a scout and spy, keeping Angela’s body in a nearby van while her Shadow-self stealthily gathers information.

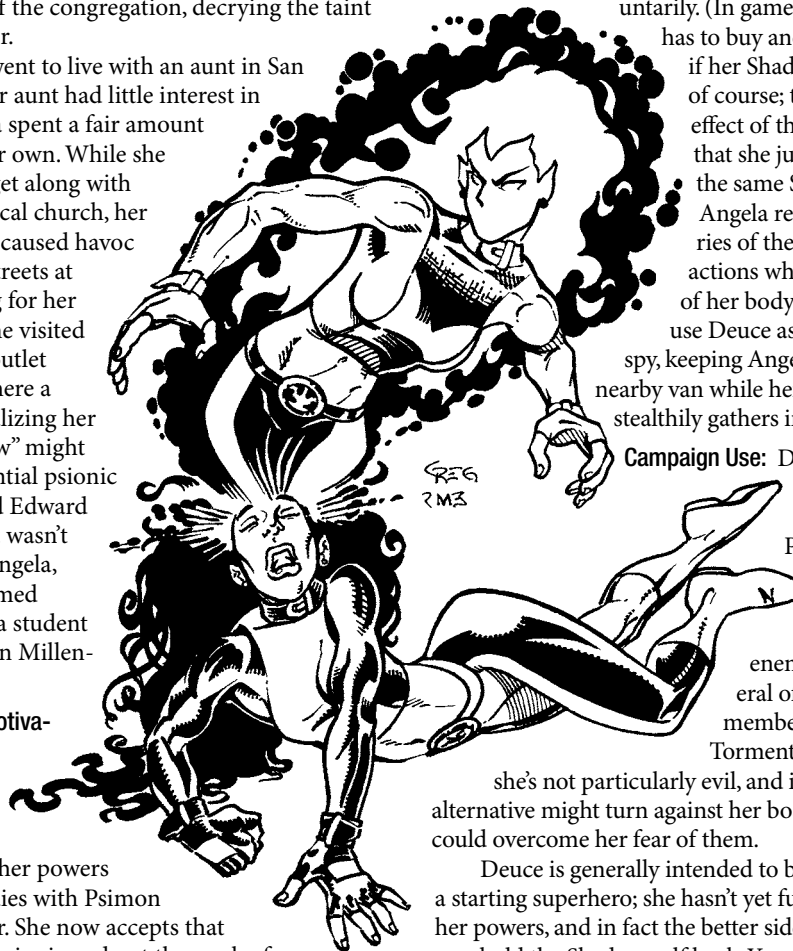
Campaign Use: Deuce is PSI’s resident sneak, providing Psimon and Medusa with information on their enemies. Like several of the younger members (Lancer or Torment, for example),

she’s not particularly evil, and if offered an alternative might turn against her bosses, if someone could overcome her fear of them.

Deuce is generally intended to be weaker than a starting superhero; she hasn’t yet fully developed her powers, and in fact the better side of her nature may hold the Shadow-self back. You should only adjust her powers if you want to expand the range of her psychic abilities; she even has some unspent Disadvantage points in case you need her to manifest a new power spontaneously in combat.

Deuce doesn’t Hunt heroes unless ordered to. Even then, all she does is recon them and report back to Psimon.

Appearance: Angela is a pretty brunette, twenty-one years old, 5’7” and thin, with pale skin and a sad demeanor. Her Shadow-self looks like her dark negative image, with a crueler expression, wild, manic eyes, and no mouth.



SOULFIRE PLOT SEEDS

Soulfire sees a media report about Blowtorch and decides he'll show everyone a thing or two about who's got "the best burn." He starts stalking the flamethrower-wielding supervillain, occasionally setting fires in the hope of attracting him. If the PCs don't figure out what's going on and put a stop to it, the confrontation between the two of them could burn down entire city blocks.

Angry about Psimon and Medusa "bossing him around," Soulfire escapes from PSI's headquarters after setting a fire to keep everyone distracted. Now the group has to track him down before he does something to bring the law down on all of them... without attracting the attention of any superheroes.

The voice's in Soulfire's head suddenly start telling him to become a *superhero*. He shows up on the PCs' doorstep, offering to turn himself in and lead them to PSI. Is this legitimate, or some plot of PSI's?

SOULFIRE

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2 ½d6 [2]
21	DEX	33	13-	OCV: 7/DCV: 7
18	CON	16	13-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
20	COM	5	13-	
7	PD	4		Total: 15 PD (8 rPD)
12	ED	8		Total: 20 ED (18 rED)
4	SPD	9		Phases: 3, 6, 9, 12
7	REC	0		
50	END	7		
26	STUN	0		Total Characteristics Cost: 114

Movement: Running: 6"/12"

Cost Powers END

67	<i>Pyrokinesis:</i>	Multipower, 67-point reserve	
4u	1) <i>Enflame:</i>	RKA 3d6, Indirect (+½); No Knockback (-¼), Not Versus Targets In Or Under Water (-¼)	9
7u	2) <i>Fireball:</i>	RKA 3d6, Explosion (+½)	7
	<i>Martial Arts:</i>	Karate	
	Maneuver	OCV DCV Notes	
4	Disarm	-1 +1	Disarm, 23 STR
4	Dodge	— +5	Dodge, Abort
4	Knifehand	-2 +0	HKA ½d6 (1d6+1 with STR)
3	Legsweep	+2 -1	3½d6 Strike, Target Falls
16	<i>Padded Costume:</i>	Armor (8 PD/8 ED); OIF (-½)	0
5	<i>Fire Resistance:</i>	Damage Resistance (10 ED)	0
22	<i>Wall Of Heat:</i>	Missile Deflection (bullets), Ranged (adjacent hex; +½)	2
10	<i>Mental Wards:</i>	Mental Defense (14 points total)	0
2	<i>Stay In The Kitchen:</i>	Life Support (Safe Environment: Intense Heat)	0
5	<i>See Heat:</i>	Infrared Perception (Sight Group)	0

Skills

3	Breakfall	13-
3	Combat Driving	13-
2	CK: Newark	11-
1	KS: PSI	8-
2	KS: Video Games	11-
2	Language: French (fluent conversation; English is native)	
3	Lockpicking	13-
3	Streetwise	13-

Total Powers & Skills Cost: 172

Total Character Cost: 286

200+ Disadvantages

0	Dependence: must snort cocaine at least once per day or suffer Incompetence (Common, Addiction)
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- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 30 Enraged: Berserk in combat (Very Common), go 8-, recover 11-
- 20 Hunted: FBI 8- (More Pow, NCI, Imprison)
- 15 Psychological Limitation: Bully (Common, Strong)
- 10 Psychological Limitation: Believes His Powers Control Him (Uncommon, Strong)
- 10 Vulnerability: 2 x STUN from Cold attacks (Uncommon)
- 5 Vulnerability: 1½ x BODY from Cold attacks (Uncommon)

Total Disadvantage Points: 300

Background/History: Harold Gripp was a bad kid. Born in 1984 in Newark, New Jersey, Gripp started cutting school and hanging out on the streets before he was 10. He was soon selling drugs and committing petty robberies with his band of cronies. Caught and sent to juvenile hall in '99, Harry was soon among the leaders of the reform school gangs and seemed headed down a slow path to nowhere...

...until his mutant powers manifested in the spring of 2001. He was part of a cleanup detail collecting trash by the side of a New Jersey freeway when he and another inmate got into a fight over nothing in particular. As two fellow inmates restrained his arms, Harry stared intensely at his opponent, and was as surprised as anyone when the other young man screamed and burst into flames. In the ensuing confusion, Harry escaped from the cleanup detail and fled into the woods.

Harry spent the next few months on the run, working his way west as he learned how his powers worked by committing petty robberies of gas stations and convenience stores to survive. He arrived in Millennium City in September, where Trace detected him. PSI recruited him by promising to teach him how to control and use his powers in new and interesting ways. For the last year, Harry has studied with the inner circle of PSI, who know about his psychological problems but still consider him a potentially powerful weapon.

Personality/Motivation: Harry suffers from a number of undiagnosed psychological problems. He's naturally paranoid, prone to violence, and pathologically unable to sympathize with the pain of others. This makes him a bully who only responds to intimidation (Psimon and Medusa can intimidate him easily... for now). He is at least borderline schizophrenic, a problem that currently manifests as "voices" only he can hear. The voices tell him to use his powers on anyone or anything that annoys or frightens him.

Harold has developed a cocaine habit over the last few months, a little secret he has so far kept from his "handlers" at PSI. Despite his tremendous power and the great potential PSI sees in him, Harry is definitely a time bomb waiting to go off.

Quote: "Burn."

Powers/Tactics: Soulfire is a pyrokinetic: he can mentally “excite” molecules of matter until they combust, frequently with explosive effects. He’s become so skilled that he can frequently destroy bullets and other projectiles in mid-air. He’s also resistant (but not immune) to the effects of tremendous heat, and can detect and “see” gradients of heat.

In combat Soulfire doesn’t have too much tactical sense yet; he jumps right into the thick of things and starts enflaming people or creating fireballs. It won’t take getting his head handed to him more than a few times to make him more cautious and sneaky in battle.

Campaign Use: Harry is a young man with a hair-trigger temper and a dangerous power. His current controllers have shown no interest in helping him with his various psychological issues, and good dramatic karma dictates they should suffer for it. Eventually Harry will turn against them, with devastating results, unless the PCs find a way to help him.

If you want to make Soulfire more powerful, add some slots to his Multipower and give him a little more general defense. If his powers make him too dangerous, tone his Multipower down to a 45-point reserve.

Appearance: Harry is a powerfully-built young white man standing 6’1” and weighing 195 pounds. He has black hair, and his green eyes flash fire-orange when his powers activate. Ordinarily he wears a PSI costume with a small “flame” logo, but when off duty prefers a T-shirt, jeans and a backwards baseball cap.



BODYJACKER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
12	BODY	4	11-	
15	INT	5	12-	PER Roll 12-
23	EGO	26	14-	ECV: 8
13	PRE	3	12-	PRE Attack: 2 ½d6
10	COM	0	11-	
8	PD	5		Total: 16 PD (8 rPD)
6	ED	2		Total: 14 ED (8 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
7	REC	0		
40	END	0		
30	STUN	0		Total Characteristics Cost: 116

Movement: Running: 6”/12”

Cost	Powers	END
150	<i>Bodily Possession:</i> Mind Control 18d6, Affects Real World (+2), Reduced Endurance (0 END; +½), Telepathic (+¼); No Range (-½), Linked (to Desolidification; -¼), Must Achieve EGO +30 Result (-½), Side Effects (potential negative effects while controlling victim, see text; -0)	0
24	<i>Bodily Possession:</i> Desolidification (affected by magic or any attack that affects possessed body), Reduced Endurance (0 END; +½); Linked (to Mind Control; -½), Only To “Merge” With Possessed Body (see text; -1)	0
9	<i>Bodily Possession:</i> Clinging (normal STR), Affects Real World (+2); Only To Remain Merged With A Body If It’s Moved Involuntarily (-2), Linked (to Desolidification; -½)	0
61	<i>Thought Reading:</i> Telepathy 7d6, Affects Real World (+2), Reduced Endurance (0 END; +½); No Range (-½), Only On Possessed Target (-½)	0
28	<i>Blaster:</i> Energy Blast 9d6, 30 Charges (+¼); OAF (-1)	[30]
7	<i>Knife:</i> HKA 1d6 (2d6 with STR); OAF (-1)	1
	<i>Martial Arts: Dirty Infighting</i>	
	Maneuver	OCV DCV Notes
4	Disarm	-1 +1 Disarm w/25 STR
4	Kidney Punch	-2 +0 HKA ½d6 (1d6+1 with STR)
4	Punch	+0 +2 5d6 Strike
5	Roundhouse	-2 +1 7d6 Strike
3	Tackle	+0 -1 3d6 + v/5 Strike; You Fall, Target Falls
16	<i>Padded Costume:</i> Armor (8 PD/8 ED); OIF (-½)	0
10	<i>Mental Wards:</i> Mental Defense (15 points total)	0

BODYJACKER PLOT SEEDS

A noted female movie star begins acting very strangely. Is Bodyjacker taking her for “joyrides,” or is something else going on?

The President is coming to town! Bodyjacker decides to mingle with the crowds at the airport in the hope of shaking the President’s hand. Having control of the leader of the free world should be *lots* of fun....

A defendant on trial for several vicious rapes swears he didn’t do it — “this guy, he took over my mind, he made me do stuff!” Is Bodyjacker really the person responsible?

Skills

- 10 +5 OECV with Mind Control
- 3 Breakfall 13-
- 2 CK: Los Angeles 11-
- 2 CK: Millennium City 11-
- 2 KS: Professional Sports 11-
- 2 KS: Stronghold 11-
- 1 PS: Dockworker 8-
- 3 Stealth 13-
- 3 Streetwise 13-
- 2 WF: Small Arms

Total Powers & Skills Cost: 355

Total Character Cost: 471

200+ Disadvantages

- 20 Hunted: VIPER 8- (Mo Pow, Kill)
- 15 Hunted: Pennsylvania Police 8- (Mo Pow, NCI, Limited Geographically)
- 15 Psychological Limitation: Bully (Common, Strong)
- 15 Psychological Limitation: Coward (Common, Strong)
- 20 Psychological Limitation: Always Looks Out For Number One (Common, Total)
- 15 Social Limitation: Secret Identity (Rudy Magantino) (Frequently, Major)
- 10 Unluck 2d6
- 161 Experience Points

Total Disadvantage Points: 471

Background/History: Rufino “Rudy” Magantino was a dockworker in Los Angeles when an accident with an experimental generator shipped from Japan killed several of his co-workers. Rudy fared better — the discharge from the generator activated his latent psychic powers. He discovered he could “possess” people he touched, entering their minds by having his body “merge” with theirs. In essence, he rode around in their heads while controlling their bodies. At first he used this power for his own entertainment, going on a spree across southern California taking over people and causing them to do embarrassing or downright criminal acts. Eventually it occurred to him how much fun it would be to take over a superhuman body and joyride around for a while. He first targeted the superhero MeteorMan III, and took over his body by surprise in February 1996. Unused to the incredible energies the superhero wielded, Rudy did a great deal of damage to several blocks around Hollywood Boulevard before battling the California Patrol. Rudy narrowly escaped, but returned a few weeks later to plague MeteorMan and the Patrol again, turning them against each other in a series of “mistaken identities.” This time Downshift and Backtrack caught him, and he was sentenced to three years in Stronghold.

Released in 1999, Magantino almost immediately resumed his villainous career, possessing Black Rose and turning her against the Sentinels before Diadem figured out

what had happened. Once again, Bodyjacker narrowly escaped; this time he fled to Millennium City. There he met Psimon, who sold him on the benefits of working with PSI.

Personality/Motivation: Bodyjacker is, fundamentally, a mean person — greedy, self-centered, cowardly, and petty. He enjoys humiliating and hurting other people with his powers. Until he joined PSI, he was limited by his lack of tactical sense or imagination, but now he uses his powers at Psimon’s behest and is learning subtlety, which makes him far more dangerous. He particularly dislikes costumed superheroes and goes out of his way to make them look bad, as long as he can do so without risking himself personally. He’s grateful to Psimon and Medusa for the opportunities they’ve given him, and will follow their orders... at least until he sees an irresistible opportunity to enrich himself.

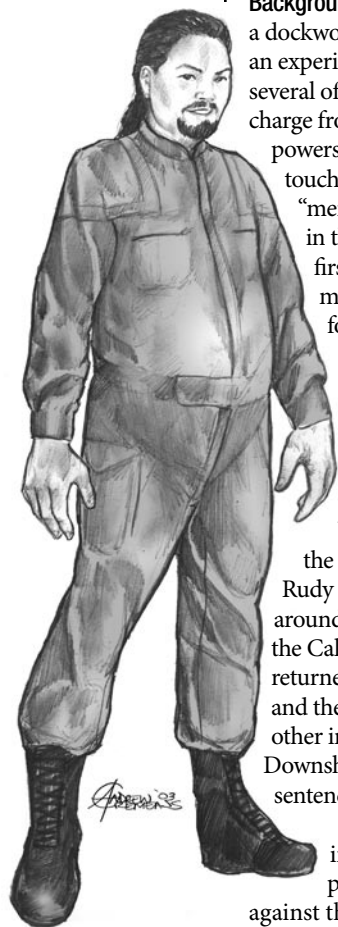
Quote: [while possessing Nighthawk] “Oooh, watch me dance, I’m a big bad hero!”

Powers/Tactics: Bodyjacker possesses the unusual power to merge with and take over another person’s body. He converts his own body to psychic energy and invades the mind of his target, “imprinting” himself on the target’s mind and controlling his body. He must touch the person to do this. In game terms, this power consists of high-powered Mind Control Linked to Desolidification. When he attacks, he touches his potential victim and makes his ECV Attack Roll (the GM may require a DEX Roll to touch the victim, if appropriate). If he hits, he makes his Effect Roll, and he must achieve an EGO +30 or greater result. If he fails, the power doesn’t work at all, leaving him standing there looking foolish (and vulnerable). If the victim ever succeeds with a Breakout Roll, Bodyjacker is ejected from the victim’s body immediately, appearing next to him as described below.

If he succeeds, his Desolidification activates and he automatically “merges” with the person he’s just taken control of. His Desolidification and Clinging only allow him to enter a victim’s body and move with it as it moves; while Desolidified, he cannot use his own equipment (except for his Padded Costume) or physical abilities (*i.e.*, his Martial Arts). Bodyjacker can do nothing but control the body and communicate with it telepathically while inside it. Standard rules about changing orders with Mind Control apply.

The victim moves and acts with his own SPD or Bodyjacker’s SPD, whichever is lower. If the victim attacks, he does so with his own DEX/EGO or Bodyjacker’s DEX/EGO, whichever is lower.

If the victim takes any damage after applying his (the victim’s) defenses, Bodyjacker takes that damage, too (though he can apply his own defenses to it). Any Mental Powers used on the victim automatically affect only Bodyjacker, not the victim. If the victim becomes Stunned, Bodyjacker becomes Stunned as well; if the victim is Knocked Out, Bodyjacker is immediately ejected from the body (and may take damage, as discussed above). If a victim dies while Bodyjacker’s possessing him, Bodyjacker dies as well. If Bodyjacker is Stunned, Knocked Out, or killed separately from the victim, he automatically re-appears next to the victim in that state.



When Bodyjacker fails an Effect Roll or voluntarily ends his possession of a victim, he appears in physical form right next to the victim, in the same spatial relationship they had when he attacked. For example, if he touched a victim from the left side, he'll re-appear to the left of that person.

If Bodyjacker wants to move from one body to another without re-appearing, he must touch the potential victim while still possessing the current victim. If he fails his ECV Attack Roll or Effect Roll, he's immediately ejected from his current victim and re-appears. If everything goes as planned, he merges from the first victim to the second, leaving the first person once again in control of himself.

While possessing someone, Bodyjacker can read the victim's surface thoughts and access the victim's memories, but he has done little to develop this ability. At Psimon's request he has begun practicing this power, and it is slowly growing in effect.

In combat, Bodyjacker's goal is to get close enough to a desirable target to touch and possess him. If no desirable target presents itself, he hides. After he successfully possesses a victim, he'll spend a Phase reading the victim's mind to find out what he can do (unless Bodyjacker already knows this from observation or study). Then he'll start attacking with the victim's most powerful abilities; generally he doesn't worry about spending too much END or anything like that, since it's not his body.

Bodyjacker prefers to strike at bricks or energy projectors; in his experience, they're less likely to have the strength of will (read: high EGO and/or Mental Defense) to resist him, and also generally have powers that are simpler to understand and master quickly. Under PSI's command, Bodyjacker usually releases a target before retreating, unless the value of the target as a hostage is high enough to be worth the risk.

Campaign Use: PSI uses Bodyjacker in two ways: first, to take control of an important person on the "inside" when they're performing a theft, so they can get access without wasting time or concocting a cover story; second, to strike from cover when a fight breaks out and seize control of a powerful member of the other side.

To make Bodyjacker more threatening, give him the power to possess bodies at range. Remove the *No Range* Limitation from his Mind Control, and Link some Teleportation to the Mind Control-Desolidification power suite so he can merge with bodies from a distance. To make him weaker, reduce his Characteristics a little and get rid of his weapons and Martial Arts.

Bodyjacker's actions as a Hunter resemble his actions as a combatant: he sneaks around, waiting for a chance to ambush his quarry, then does so at the first opportunity. Once he's got his victim under control, he'll make him do all sorts of humiliating and reputation-ruining things.

Appearance: Bodyjacker is a Filipino-American male in his late twenties, slightly overweight at 5'8" and 200 pounds. He has long black hair and a goatee, neither of them well-groomed. In his solo career he wore dark T-shirts, jeans, and workboots, since he tried to blend into crowds. Now he wears the standard PSI jumpsuit with no logo.

EDWARD CUMMINGS

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
13	DEX	9	12-	OCV: 4/DCV: 4
15	CON	10	12-	
11	BODY	2	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
18	COM	4	13-	
4	PD	2		Total: 7 PD (3 rPD)
6	ED	3		Total: 9 ED (3 rED)
4	SPD	17		Phases: 3, 6, 9, 12
5	REC	0		
30	END	0		
25	STUN	1		Total Characteristics Cost: 93

Movement: Running: 6"/12"

Cost	Powers	END
61	<i>Silver Tongue:</i> Mind Control 10d6, Area Of Effect (5" Radius; +1), Personal Immunity (+¼), Reduced Endurance (0 END; +½); Extra Time (Full Phase; -½), Incantations (-¼), No Range (-½)	0
41	<i>Mindless Panic:</i> Mind Control 10d6, Telepathic (+¼); Set Effect (run away as fast as possible; -½)	6
15	<i>Mental Wards:</i> Mental Defense (19 points total)	0

Perks
30 Contacts: 30 points' worth of prominent people who've fallen for his spiel and become victims of his powers
10 Money: Wealthy (\$5 million per year)

Talents
6 Combat Luck (3 PD/3 ED)

Skills
3 Conversation 14-
3 High Society 14-
2 CK: Millennium City 11-
3 KS: Marketing 13
3 KS: Millennium City Politics 13-
3 KS: Publishing 13-
3 Oratory 14-
3 Persuasion 14-
5 PS: Cult Leader 16-
3 PS: Writer 13-
3 SS: Psychology 13-
3 Seduction 14-

Total Powers & Skills Cost: 200

Total Character Cost: 293

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
15	Psychological Limitation: Manipulative (Common, Strong)

EDWARD CUMMINGS PLOT SEEDS

Tired of being only third in command of PSI despite all the work he puts in as the public face of Mind, Inc., Cummings decides to show Psimon and Medusa what he's capable of. He sets out to recruit one of the PCs into the group as a public spokesperson. Over several carefully-arranged meetings, he slowly introduces into the PC's thoughts the idea that Mind, Inc. is a great organization that could, with the PC's aid, help anyone. With such a celebrity endorsement, soon Mind, Inc. has more recruits than it can handle. Of course, once Psimon has the opportunity to telepathically access the PC's secrets, the entire team is vulnerable....

After nearly dying from a coronary, Cummings has a change of heart. He wants to use his powers to *genuinely* help people — but first he has to escape PSI's clutches. That may take some assistance (willing or unwilling) from the PCs....

The Feds begin a massive tax fraud investigation against Mind, Inc. Cummings, seeing which way the wind's blowing, offers to turn state's evidence. The government arranges for the PCs to act as his bodyguards until the trial.

- 15 Psychological Limitation: Greedy (Common, Strong)
- 15 Social Limitation: Harmful Secret (PSI member) (Frequently, Major)
- 10 Social Limitation: Famous (Frequently, Minor)
- 28 Experience Points

Total Disadvantage Points: 293

Background/History: Born in Seattle in 1966, Edward Cummings ran away from his strict and alcoholic parents in 1983. He drifted throughout the American Southwest for several years, doing odd jobs and earning his G.E.D. Eventually he settled in a small town in Arizona where he began writing self-help and pop psychology books. He'd always had a unique ability to talk himself out of trouble and into the confidence of strangers; now he found that given the opportunity to talk to large groups of strangers, he could convince them of whatever nonsense came into his head.

With the help of a few ghost writers, he put together some collections of banal observations and psychological generalizations, with titles like *Owning Your Will*, *Taking Back Your Power*, and *Celebrating Your Life*. They received terrible reviews, but when he began to tour around the country promoting his books, his silver tongue and charming speeches garnered him a reputation as an excellent speaker and popular TV and radio show guest.



When Cummings reached Millennium City in 1995, Trace discovered he was psionic, and reported him to Psimon. Psimon contacted Cummings, offering him a position as the public face of PSI's planned recruitment organization, Mind, Inc. Intoxicated by the possibilities, and afraid to tell Psimon no, Cummings signed up enthusiastically. He's been the mouthpiece for Mind, Inc. ever since, enjoying the perks of celebrity and sharing in the proceeds of PSI's crimes.

Personality/Motivation: Cummings is oily, superficial, and greedy, and those are some of his good points. He sizes up every person he encounters as an opportunity for personal profit or manipulation. He can talk at great length without ever coming to a point or committing himself to anything, and make it sound as though he completely agrees with all sides of an argument. His only concerns are his own safety and comfort, and he only supports PSI because it provides for his "needs" (like expensive toys, quality wines, and lovely young escorts) and its members have enough power to frighten him. If PSI ever came under serious attack, he'd abandon the group without a second thought.

Quote: "My friend, you have the power within you to do wondrous things! You just have to learn how to *own* your power!"

Powers/Tactics: Cummings has two psionic abilities. First, he can sway the emotions and feelings of anyone he talks to, given enough time and freedom to speak. If he doesn't get that time and access, he can only project a single emotion — his own naked fear, which always lurks just below the surface. Most people, when empathically exposed to that fear, react by fleeing as fast as they can.

Cummings is no fighter, and PSI doesn't ask him to participate in any of its extracurricular activities. He's much more valuable speaking to therapy groups or appearing on TV plugging his latest book.

Campaign Use: Edward Cummings is the public face of Mind, Inc. and a fairly important celebrity in Millennium City. You can have him appear at any affair, event, or party as background color before or between conflicts with PSI, so the players are suitably shocked when they uncover the truth.

Since Cummings doesn't get involved in fights, his power level probably doesn't matter. If necessary, you can increase or decrease his power by changing the number of dice in his Mind Control abilities, or perhaps by altering his Characteristics a little.

Cummings refrains from Hunting heroes; he's afraid of getting hurt. At most he might use his powers to sic other people on someone he didn't like.

Appearance: Edward is a handsome white man with blonde hair and blue eyes, always impeccably dressed in expensive, tailored clothes. He favors sweaters, khakis, and expensive leather shoes.

TRACE

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 140 kg; 2d6
10	DEX	0	11-	OCV: 3/DCV: 3
13	CON	6	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
4	PD	2		Total: 7 PD (3 rPD)
4	ED	1		Total: 7 ED (3 rED)
3	SPD	10		Phases: 4, 8, 12
6	REC	2		
30	END	2		
25	STUN	2		Total Characteristics Cost: 55

Movement: Running: 6"/12"

Cost Powers

33	<i>Psi-Sniffing:</i> Detect Psionic Powers 13- (Mental Group), Discriminatory, Analyze, Telescopic (+18 versus Range Modifier)	0
10	<i>9mm Pistol:</i> RKA 1d6+1, 20 Charges (+¼); OAF (-1), Beam (-¼), Real Weapon (-¼)	0
	<i>Martial Arts: Streetcorner Brawling</i>	
	Maneuver	OCV
4	Block	+2
4	Gouge	-1
4	Low Blow	-1
5	Roundhouse	-2
10	<i>Mental Wards:</i> Mental Defense (14 points total)	0

Talents

6	Combat Luck (3 PD/3 ED)
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Skills

3	Combat Driving 11-
3	Conversation 12-
3	Criminology 13-
3	Lockpicking 11-
2	CK: Millennium City 11-
2	CK: Baltimore 11-
1	KS: VIPER 8-
3	Persuasion 12-
2	PS: Photography 11-
3	PS: Private Investigator 13-
1	SS: Psionics 8-
3	Shadowing 13-
3	Stealth 11-
5	Streetwise 13-
1	WF: Pistols

Total Powers & Skills Cost: 114

Total Character Cost: 169

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: VIPER, 8- (Mo Pow, NCI, Kill)
15	Psychological Limitation: In Love With

Medusa (Common, Strong)

15	Psychological Limitation: Lazy (Common, Strong)
15	Social Limitation: Harmful Secret (PSI member) (Frequently, Major)

Total Disadvantage Points: 275

Background/History: Joseph Trench was a private investigator in Baltimore in the early 1980s, with a struggling practice and recurring hallucinations that people around him sometimes began to glow faintly. Fearing he had a brain tumor or some similar affliction, he went to a number of doctors, but no one could help him. He tried several "alternative medicine" cures, and eventually wound up at the Parapsychological Studies Institute, where at first his symptoms seemed to worsen tremendously. Eventually Sebastian Poe discovered Trench had the psychic ability to detect other psychics, which manifested as Trench "seeing" the distracting glow. With a few weeks of therapy and practice, Trench mastered the sensation and considered himself "cured." Grateful to Poe for the assistance, Trench accepted a job with the Institute as a "gatekeeper," turning away those who came to the clinic but did not in fact have powers, while helping recruit new psychics as his range of detection increased.

Trench, now codenamed "Trace," served with PSI throughout the association with Scarlatti. Over the years, Trench fell in love with Poe's wife Madeline, better known as the villainess Medusa, and when Medusa and Psimon betrayed Poe to the Justice Squadron, Trace went along with them. He now serves PSI in its new home in Millennium City, though he's getting old and regretting all of the violence he's contributed to over the years. Lancer would like him to ally with her to take over the organization and turn it to the purpose of opposing the United Nations, but he'd rather just walk away and retire. Unfortunately, he's far too useful to PSI for Psimon to allow that to happen.

Personality/Motivation: Trace isn't a particularly bad guy, so much as he's just weak. He rationalizes every crime he's involved with, telling himself how miserable some psychics would be without PSI's help to master their abilities, and conveniently overlooking any misery directly caused by the organization. Though he still feels a powerful attraction to Medusa, he's realistic enough to know she doesn't reciprocate — but he'd have a difficult time ever hurting or opposing her.

Quote: "I'm on the trail of one now, Psimon. Class 4 telepath, I think. I'll call in when I know more."

Powers/Tactics: Trace's primary psychic power is the ability to detect the presence of psychics and psychic powers. He can perceive them over great distances, up to about two miles. His psi-sniffing is precise enough to tell him what types of powers a psychic has, and how powerful they are.

Trace isn't much of a fighter. He carries a gun, and still knows some self-defense techniques from his days as a Baltimore PI, but usually he just leads a PSI team to a specific site and then waits in the car while they work.

TRACE PLOT SEEDS

Trace gets hurt by the backblast from a battle between some super-heroes and PSI, and decides he's had enough of this game. He tells the doctors at the hospital he wants to talk to the heroes — but PSI finds out and gets to him first. Now the PCs have to chase PSI all over the city and try to get Trace back before Psimon murders him.

Trace encounters a new psychic so powerful the "flare" of the psychic's abilities temporarily blanks out Trace's memories. Trace begins wandering the streets, homeless and unable to remember anything about his life. PSI has to find him, fast, without alerting anyone... particularly since Psimon fears the powerful psychic could be Menton.

Trace discovers Deuce is really his daughter. He decides to get the both of them out of PSI, but he needs help. He starts sending cryptic messages to the PCs when no one from PSI is monitoring him, hoping they'll figure out what's going on and come to his aid.

Campaign Use: Thanks to Trace's abilities, PSI usually detects any psychic entering Millennium City, allowing it to send a team to recruit or kidnap the powerful but weak-willed ones into the organization. Trace can also keep track of enemy psis (such as PCs with Mental Powers). Trace himself might provide a way into PSI's inner circle, if someone could befriend him and show him the possibilities of a better life if he turned his comrades in.

Trace is deliberately underpowered compared to most superhumans; he's not designed as a combatant but a sort of plot device to justify how PSI operates. You shouldn't change his power level unless doing so is necessary to make PSI function properly in your campaign.

Trace doesn't Hunt heroes; it's too much work.

Appearance: Trace is a middle-aged white man, 56 years old, 5'10" and 210 pounds. He's got black hair that's turning to grey and balding, a mustache, and a generally pudgy build. He rarely wears his PSI costume, knowing how foolish he looks in spandex; he prefers button-down oxfords and slacks, which are usually wrinkled and occasionally stained. He smokes — usually cigarettes, but when he's trying to relax really nasty cigars.



INQUISITOR

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
11	DEX	3	11-	OCV: 4/DCV: 4
18	CON	16	13-	
15	BODY	10	12-	
16	INT	6	12-	PER Roll 12-
23	EGO	26	14-	ECV: 8
18	PRE	8	13-	PRE Attack: 3 ½d6
8	COM	-1	11-	
6	PD	3		Total: 14 PD (8 rPD)
4	ED	0		Total: 12 ED (8 rED)
4	SPD	19		Phases: 3, 6, 9, 12
9	REC	4		
36	END	0		
32	STUN	0		Total Characteristics Cost: 99

Movement: Running: 4"/8"

Cost	Powers	END
87	<i>Drinking Your Thoughts:</i> Telepathy 10d6, Armor Piercing (+½), Reduced Endurance (½ END; +¼)	4
20	<i>Mental Torture:</i> Elemental Control, 40-point powers	
27	1) <i>Hideous Visions:</i> Mental Illusions 12d6; Can Only Create Frightening/Disturbing Visions (-½)	6
20	2) <i>Migraine Infliction:</i> Ego Attack 4d6	4
20	3) <i>Mini-stroke:</i> RKA ½d6, BOECV (+1), Does BODY (+1), Armor Piercing (+½), Reduced Endurance (0 END; +½)	0
20	<i>PSI Blaster:</i> Energy Blast 8d6; OAF (-1), 16 Charges (-0)	[16]
16	<i>PSI Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½)	0
15	<i>Mental Wards:</i> Mental Defense (20 points total)	0
-4	<i>Slow And Fat:</i> -2" Running (4" total)	
4	<i>PSI Radio:</i> Radio Perception/Transmission; OAF (-1), Affected as Hearing Group As Well As Radio Group (-¼)	0

Skills

4	+2 OECV with Ego Attack
3	Deduction 12-
5	Interrogation 14-
2	KS: Fantastic And Horror Literature 11-
3	KS: Psionics 12-
3	PS: Educator 12-
3	Streetwise 13-
3	Tactics 12-

Total Powers & Skills Cost: 251

Total Character Cost: 350

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: VIPER 8- (Mo Pow, NCI, Kill)
15	Psychological Limitation: Cruel And Bullying (Common, Strong)

- 15 Psychological Limitation: Morbid, Expects the Worst (Common, Strong)
- 20 Psychological Limitation: Incessantly Invades Others' Privacy (Very Common, Strong)
- 5 Rivalry: Professional (with Hypnos)
- 15 Social Limitation: Secret Identity (Philip Townsend) (Frequently, Major)
- 50 Experience Points

Total Disadvantage Points: 350

Background/History: Born in a small town on the outskirts of London in 1963, Philip Townsend was an indifferent student and a bit lazy. Thanks to his sloth and his sweet tooth, he grew into a fat and unpopular child who spent most of his days in the back of his father's bakery, reading horror novels and sneaking bits of cake. By the time he graduated from high school, the boy the other children called "Hog" had become a bitter and lonely soul.

Philip found work as a delivery driver for a grocery store, but his boss fired him for being drunk on the job. He then took a series of jobs as a getaway driver for a local gang. While waiting outside a local bank in the summer of 1982, with his motor idling and sweat running down his brow, he "heard" a passerby apparently talking to himself about how he, an undercover cop, was going to arrest Philip! Panicking, Philip gunned the engine and got away, though his partners were arrested inside.

Philip continued to drive idly through the city, "drinking in" the thoughts of passersby. Realizing the possibilities inherent in his powers, he decided to set himself up as an "advisor" to the local crime bosses, offering his services as a psychic-for-hire. He did that work for more than ten years, occasionally coming into contact with some of London's superheroes but generally staying far enough behind the scenes to avoid direct confrontations. When he first heard of PSI, he traveled to Baltimore in 1992 to study with Dr. Poe, whom he liked personally. But he was smart enough to realize quickly which way the wind was blowing,

and threw in with Psimon and Medusa when they turned on Poe. Since then he's served PSI as a telepath and a trainer of young psionics.

Personality/Motivation: Inquisitor is an opportunist who greatly enjoys the use of his powers and the sense of superiority they give him. Although life has taught him everything turns sour eventually, and that he'd better expect the worst and be ready to run, he gleefully exploits any situation as long as he feels safe doing so. He picks on those weaker than him (such as PSI's students), and toadies to anyone he thinks has more power.

Inquisitor is a notorious glutton. Besides his appetite for rich foods, which he consumes at an astonishing rate, he revels in the sensations of reading others' private thoughts. He does it constantly, even when he knows his victims are aware of what he's doing, for the sheer delight of showing people how helpless they are in the face of his powers.

Quote: [mockingly] "My God, how can you *think* such thoughts?!"

Powers/Tactics: Inquisitor is a powerful telepath, with particular experience penetrating the defenses of trained psionics (hence the *Armor Piercing Advantage* on his Telepathy). He has a vivid and dark imagination, and enjoys projecting horrifying images into the minds of his victims. He can overwhelm the brain's own physical activity, causing migraines or even strokes.

Despite his exceptional powers, Inquisitor rarely participates in field activities — he moves too slowly, and Psimon fears too much stress could cause him to have a heart attack. Instead, he spends most of his time either training (and bullying) PSI's junior members or acting as

an undercover assistant in Mind, Inc. corporate training programs (he uses his telepathy to idly steal valuable trade secrets at various of Millennium City's corporations).

Appearance: A small and corpulent man — 5'7", over 350 pounds — Inquisitor has brown hair and brown eyes. He speaks with a thick British accent and swears frequently. He wears a PSI jumpsuit specially tailored to fit him, but he still looks awful in it.

INQUISITOR PLOT SEEDS

While idly reading the thoughts of people walking past him in the street, Inquisitor discovers a PC's secret identity! What will he do with the information? He could just turn it over to Psimon, but it might be more fun to make use of it on his own....

Inquisitor begins experiencing frequent, intense migraines. He thinks they're a warning about something — that he's subconsciously sensing some terrible threat to himself, or even to Earth. No one else in PSI believes him. Will the PCs?... and if so, what's causing the headaches?

Without PSI's awareness, Inquisitor uses a thinly-disguised version of his life story as the basis for a horror novel — which, surprisingly, becomes a best-seller. PSI has to figure out a way to deal with the situation without attracting any more attention to itself.



VILLAINS



FREAKSHOW

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
27	DEX	51	14-	OCV: 9/DCV: 9
22	CON	24	13-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
18	EGO	16	13-	ECV: 6
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
15	PD	10		Total: 15 PD (3 rPD)
10	ED	6		Total: 10 ED (3 rED)
7	SPD	33		Phases: 2, 4, 6, 7, 9, 11, 12
14	REC	10		
48	END	2		
40	STUN	1		Total Characteristics Cost: 192

Movement: Running: 6"/12"
Leaping: 10"/20"

Cost	Powers	END
30	<i>Nightmare Projection:</i> Mental Illusions 12d6; No Range (-½), Only To Create Horrifying Nightmares (-½)	6
20	<i>I Can Feel Your Fear:</i> Mind Scan 10d6; Cannot Attack Through Link (-1), Only Works If Target Is Frightened (-½)	5
8	+4 OECV with Mind Scan	0
8	<i>Bag O' Knives:</i> HKA 1d6, Ranged (+½); OAF (-1), Range Based On STR (-¼), 4 Recoverable Charges (-½) [4rc]	
60	<i>Supernatural Resilience:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
3	<i>Supernatural Resilience:</i> Damage Resistance (3 PD/3 ED)	0
20	<i>Supernatural Health:</i> Life Support (Immunity: all terrestrial diseases and poisons)	0
3	<i>Fear Never Sleeps:</i> Life Support (Diminished Sleep: no need to sleep)	0
17	<i>All In The Wrist:</i> Missile Deflection & Reflection (thrown objects; back at attacker); Requires A DEX Roll (-½)	0
29	<i>Can't Kill Me That Easily:</i> Healing 4d6 (Regeneration, 4 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1 ¼), Self Only (-½)	0
5	<i>Here I Come:</i> Leaping +5" (10" Total)	1
4	<i>He's In Here Somewhere:</i> Clinging (normal STR), Only To Perch (-½), Requires A Climbing Roll (-½), Cannot Resist Knockback (-¼)	0
5	<i>Can't Hide In The Dark:</i> Nightvision	0

Talents

4 Double-Jointed

Skills

24 +3 Levels with All Combat

3 Acrobatics 14-
3 Breakfall 14-
3 Climbing 14-
3 AK: North Detroit 12-
2 SS: Chemistry 11-
5 SS: Poisons & Toxins 14-
5 Stealth 15-
9 Tactics 14-
2 WF: Common Melee Weapons

Total Powers & Skills Cost: 275

Total Character Cost: 467

200+ Disadvantages

20 Enraged: when frustrated (Common), go 11-, recover 11-
20 Hunted: MCPD 11- (Mo Pow, NCI, Limited Geographical Area, Capture)
10 Hunted: Kinetik 8- (As Pow)
20 Psychological Limitation: Obsessed with Horror Movies, Circuses, And Freaks (Very Common, Strong)
20 Psychological Limitation: Loves To Frighten People (Very Common, Strong)
15 Social Limitation: Secret Identity (Jacob Sacco) (Frequently, Major)
162 Experience Points

Total Disadvantage Points: 472

Background/History: In 1990, Advanced Concepts Industries fired Jacob Sacco from his janitorial job at its Detroit chemical research plant because of chronic absence. Jacob frequently overslept because he was always staying up late watching horror movies on cable. Besides, he had that monster-movie convention to help run, and operated a side business buying and selling paraphernalia from movies and TV shows like the long-running *Dark Slasher* series. So he was a little late a few times — that was no reason for his horse-faced supervisor to fire him! Now he couldn't pay his rent and might have to move back in with his parents.

Then Jacob thought of a good way to make some money and get his revenge on his supervisor. He knew the company hadn't exactly followed the most stringent safety precautions while dumping some chemical waste in a landfill in River Rouge. If he called the local paper, maybe he could get a reward. First he had to make sure it was still

there, though. That's how he found himself crawling through the smelly landfill site after midnight, crowbar in hand, looking for those barrels he knew had to be "around here somewhere." And that's how he found himself running from an overzealous security guard, who fired a warning shot into the air and began chasing him through the dump site. Terrified, Jacob stumbled in the dark and cut his side on a protruding piece of metal as he lost his footing and fell.

He tumbled down a hill, crashing to a halt in a puddle of some awful, slightly-glowing muck. The guard raced to the top of the hill above him, shouting something about him not moving. So he didn't move. The muck was making him feel warm, kind of tingly all over. A strange feeling, but not entirely unpleasant. The guard was slowly walking down the hill with his gun still pointing at Jacob. Jacob looked down at his side. The wound was closing, the skin knitting itself up. The guard came closer, and stood staring down at Jacob. "Damn, are you still alive?" said the guard half to himself as he gazed at the figure lying in the muck. "Nope," replied Jacob, as he casually leaped to his feet with a single motion and grabbed the guard. He savored every last bit of the guard's terror before he snapped the man's neck.

Things to do, places to go, people to kill, thought Jacob Sacco. Detroit was about to learn a new word for fear.

Personality/Motivation: Jacob Sacco lost his mind that night in the landfill. His insanity has manifested itself through his lifelong fascination with horror movies, carnivals, clowns, and freaks. He sees himself as some sort of avatar of terror, his only purpose in life to frighten. He commits crimes not for profit, but to increase the overall level of fear in his city. He kills some of his victims, but leaves others alive because the uncertainty of their fate creates greater emotional power than just killing everyone. The Millennium City papers dubbed him "Freakshow," a name he's adopted as a badge of honor. He's almost pathologically drawn to places where people choose to be frightened: Halloween parties, horror movies, summer fairs, and carnivals.

Quote: "Boo."

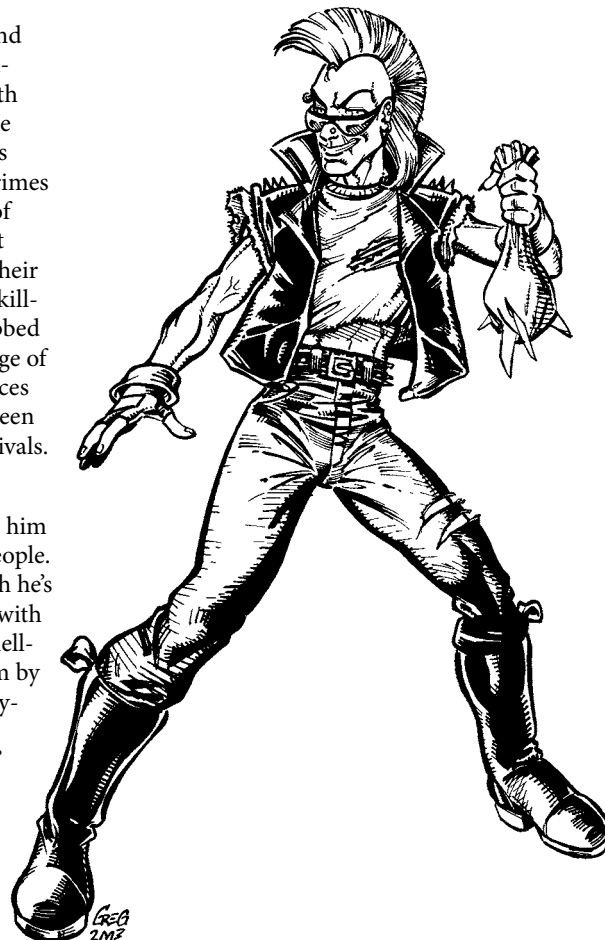
Powers/Tactics: Freakshow's mutation granted him powers that maximize his ability to frighten people. He's preternaturally strong and fast, and though he's relatively easy to hurt he recovers from injury with astonishing speed. He can track victims by "smelling their fear," and frequently toys with a victim by allowing him to run until exhaustion while staying just behind him. He can even cause people to experience frightening "waking nightmares" simply by touching them.

Campaign Use: Freakshow's powers don't really lend themselves to direct confrontation

with superheroes. He's more effective as a threat to a character's DNPC, especially if the heroes must then pursue him through some appropriately atmospheric scenery (spooky old mansions, withered garden mazes, and other places where he can split up a team and attack them one at a time from ambush). He might decide to terrorize ACI in revenge for its part in his creation, which should put the heroes in the interesting position of having to defend or rescue people they really don't care much for. He's fought Kinetik a couple of times, and neither has enjoyed the experience.

If you want to make Freakshow tough enough to fight superheroes directly, increase his defenses and give him more powers (an Entangle defined as "paralyzed by fear"; an NND RKA defined as "scared to death"; and so forth). If he's already too powerful for your PCs to tangle with, reduce his Damage Reduction to 25% and his Healing Regeneration to 2d6.

Appearance: Freakshow stands about 6'3", but weighs only about 155 pounds — he's scarecrow-skinny, almost as if starving to death. He shaves his hair into a frazzled orange mohawk. He dresses mostly in black leather, with a torn t-shirt, spiked belt, and motorcycle boots. He wears thin wrap-around mirrorshades, and has a scarred, twisted upper lip.



FREAKSHOW PLOT SEEDS

After the PCs save the city and raise everyone's confidence and optimism, Freakshow decides to teach them a lesson. He lures them to a confrontation on Peche Island, where the island's "curse" boosts his fear-causing powers, and sets out to break the heroes with an onslaught of terror.

It's Halloween, and Freakshow's handing out candy laced with psychotropic drugs that make children act just like whatever they're dressed up as.

Freakshow and the Monster team up to wreak havoc throughout the city one dark and stormy night. What... or who... brought these two together, and for what purpose?

HAZARD

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
13	BODY	6	12-	
20	INT	10	13-	PER Roll 13-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
20	COM	5	13-	
8	PD	5		Total: 24 PD (16 rPD)
8	ED	4		Total: 24 ED (16 rED)
6	SPD	30		Phases: 2, 4, 6, 8, 10, 12
7	REC	0		
36	END	0		
30	STUN	0		Total Characteristics Cost: 127

Movement: Running: 6"/12"
Flight: 20"/80"

Cost Powers **END**

60	<i>Probability Field Manipulation:</i> Luck 12d6				0
37	<i>Blaster Pistol:</i> RKA 4d6, 4 clips of 16 Charges each (+¼); OAF (-1)				[16]
	<i>Martial Arts: Krav Maga</i>				
	Maneuver	OCV	DCV	Notes	
4	Block	+2	+2	Block, Abort	
4	Choke Hold	-2	+0	Grab 1 Limb, 2d6 NND (2)	
4	Dodge	—	+5	Dodge all attacks, Abort	
4	Escape	+0	+0	30 STR vs. Grabs	
5	Kick	-2	+1	7d6 Strike	
4	Low Kick	+0	+2	5d6 Strike	
45	<i>Lucky Shot:</i> Find Weakness 14- with all attacks				0
20	<i>Light Battle Armor:</i> Armor (10 PD/10 ED); OIF (-½)				0
4	<i>Polarized Goggles:</i> Sight Group Flash Defense (6 points); OIF (-½)				0
10	<i>Lucky:</i> Power Defense (10 points)				0
30	<i>Jetpack:</i> Flight 20", x4 Noncombat; OIF (-½)				2

Perks

6	Contact: ACI 11- (organization)
4	Contact: Congressman Dixon 8- (useful Skills and resources, access to major institutions, significant Contacts of his own)
7	Money: Wealthy (\$2 million per year)
2	Reputation: Skilled Mercenary/Assassin (among the underworld) 11- +1/+1d6

Talents

12	Combat Luck (6 PD/6 ED)
27	Danger Sense (immediate vicinity, out of combat, sense) 13-
3	Lightsleep

Skills

20	+2 Overall
3	Acrobatics 13-
3	Breakfall 13-
3	Climbing 13-
3	Combat Driving 13-
5	Defense Maneuver II
3	Disguise 13-
2	Gambling (Card Games) 13-
3	Interrogation 13-
2	AK: Africa 11-
2	AK: Europe 11-
2	AK: Millennium City 11-
3	KS: The Military/Mercenary/Terrorist World 13-
3	Lipreading 13-
3	Lockpicking 13-
3	Persuasion 13-
3	PS: Mercenary 13-
7	Security Systems 15-
5	Shadowing 14-
3	Stealth 13-
5	WF: Small Arms, Blades, Grenade Launchers, Shoulder-Fired Weapons

Total Powers & Skills Cost: 378**Total Character Cost: 505****200+ Disadvantages**

20	Hunted: FBI 8- (Mo Pow, NCI, Imprison)
10	Hunted: Nighthawk 8- (As Pow, Imprison)
20	Psychological Limitation: Overconfident (Very Common, Strong)
20	Psychological Limitation: Code Of The Mercenary (Common, Total)
10	Psychological Limitation: Prefers to Take "Impossible" Jobs (Uncommon, Strong)
5	Rivalry: Professional (with other "supermercs")
15	Social Limitation: Secret Identity (David Weinstein) (Frequently, Major)
205	Experience Points

Total Disadvantage Points: 505

Background/History: David Weinstein, a childhood friend of Mark (Nighthawk) Whitaker, joined the Army after graduating high school in 1986. While serving in the Gulf War, Weinstein was on a patrol in the Kuwaiti desert when he found a strange bracelet. Fascinated by the small gemstones, Weinstein tucked it into his pocket. When he returned to his unit's base camp that night, he won so much money in a poker game that some of his friends accused him of cheating. They planned to give him a beating that night, but improbable misfortunes struck them before they could harm him — one slipped and fell in a pit, breaking his arm; another's pistol accidentally discharged, shooting the third in the leg.

Eventually Weinstein realized the bracelet gave him preposterously good luck. He left the Army, purchased a couple of lottery tickets, and with the winnings bought himself a nice penthouse apart-

ment in Detroit. His luck saved him from the Battle of Detroit — he was out of town when it happened, and when he returned his building had miraculously been spared from the fires.

Weinstein soon tired of using his luck for mundane purposes. Wanting to see the world and lacking any particular scruples against killing, he became the mercenary/assassin Hazard, specializing in “impossible” kills: the wealthy, the difficult to find, the superpowered. He has worked several times for ACI’s owner, Franklin Stone, and also for the unscrupulous Congressman Bradley Dixon. He and Nighthawk have come into conflict several times, with Nighthawk thwarting a couple of Hazard’s kills but never actually capturing him.

Personality/Motivation:

Hazard selects the jobs he takes based on how likely they are to alleviate his boredom. His luck makes his daily life so easy that only the “Great Game” of superpowered conflict holds his interest. He charges surprisingly little — as long as the target holds sufficient interest and presents him with a challenge, Hazard takes a contract for much less money than his competitors. He’s killed over thirty people by contract, but he won’t kill casually — he makes every effort to avoid killing bystanders and even interfering lawmen and superheroes (though he will kill them if necessary to maintain his freedom).

Quote: “Feeling lucky, hero? I am.”

Powers/Tactics: Hazard’s powers all come from a strange disruption of probability created by the “lucky charm” he wears. (The charm itself is small, worn under his costume and almost never taken away, so he receives no *Focus* Limitation for it. In fact, he’s never revealed its existence to another soul.) Beyond his luck powers, he’s a skilled marksman, hand-to-hand combatant, and spy, and wears a suit of light, high-tech battle armor for protection.

Hazard prefers to strike from surprise. If he cannot, he relies on his Blaster Pistol as much as he

can, switching to hand-to-hand combat only when pressed or directly challenged. Although he couldn’t command a group of soldiers, he has a good head for personal tactics, and often finds a way to use cover or the environment to his advantage.

Hazard’s luck plays a part in just about any battle he participates in; you should roll his Luck dice at least once or twice during the course of a combat. Typically his enemies’ weapons jam, something falls on, trips, or hinders his opponents, or events arrange themselves to aid his escape.

Campaign Use: Hazard makes an entertaining second-tier villain, suitable for hire by any of the behind-the-scenes masterminds in your campaign. He’s particularly useful as a way for a Hunter to harass a PC indirectly.

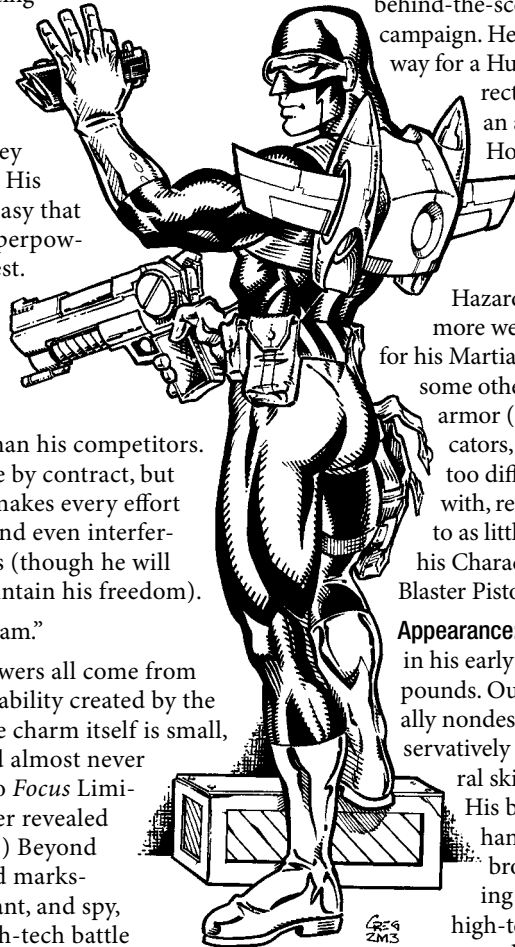
Once Hazard accepts an assignment, his Code Of Honor won’t let him give up — he keeps trying until he succeeds, he dies, or his client calls off the hit. If you want to make

Hazard more powerful, give him more weapons and some Extra DCs for his Martial Arts. You could also build some other gadgets into his battle armor (sense-enhancers, communicators, and the like). If he’s already too difficult for the PCs to cope with, reduce his Luck dice (perhaps to as little as 6d6), decrease some of his Characteristics, and tone down his Blaster Pistol.

Appearance: Hazard is a white male in his early 30s, about 5’11” and 180 pounds. Out of costume he’s intentionally nondescript, with brown hair conservatively cut, brown eyes, and a natural skill for blending into crowds.

His battle armor, on the other hand, is a form-fitting gold and brown suit, with a cowl covering the top half of his head, high-tech goggles protecting his eyes, and a back-mounted jetpack.

He carries a focused-plasma blaster, and his belt has several small pouches to carry lockpicks and other small devices.



**HAZARD
PLOT SEEDS**

The classic Hazard plot: someone hires Hazard to kill one of the PCs. How can the heroes survive while figuring out a way to call him off? His preternatural luck makes him a lot tougher to get rid of than the typical super-merc.

Zorran the Artificer decides Hazard’s luck must come from a Lemurian magical artifact. Determined to possess the artifact himself, he begins attacking Hazard at every opportunity — and of course Hazard fights back. The PCs have to resolve the situation before the two of them cause any more property damage or deaths.

All of a sudden, for no good reason, Hazard’s luck sours. He becomes as *unlucky* as he was once lucky — which means his life is in serious danger. What happened, who caused it, and how can he convince the PCs to help him get his luck back?

JADE PHOENIX PLOT SEEDS

Rather than wait to establish his own power base, Jade Phoenix murders a tong leader and takes over his gang by force and intimidation. Not only does this make him much more dangerous, it's thrown the Asian underworld into turmoil... and both situations could have negative consequences for the PCs.

Doctor Yin Wu (*Champions Universe*, page 103) grants Jade Phoenix several magical powers — greater resistance to injury, enormous strength, *ch'i* projection abilities, and so forth. Jade Phoenix decides to take this opportunity to eliminate his enemies and potential enemies, including the PCs. That's trouble enough, but what's Dr. Wu up to?

A mysterious group of Buddhist monks comes to the PCs for help. They claim the next leader of their order has been reborn as the son of a woman who's just been smuggled into this country by Chinese gangsters. The PCs have to battle the gangsters, and their protector Jade Phoenix, to find the woman and save the child... assuming the monks are telling the truth.

JADE PHOENIX

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
27	DEX	51	14-	OCV: 9/DCV: 9
23	CON	26	14-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
23	PRE	13	14-	PRE Attack: 4 ½d6
15	COM	3	12-	
12	PD	8		Total: 15 PD (15 rPD)
10	ED	5		Total: 13 ED (3 rED)
7	SPD	33		Phases: 2, 4, 6, 7, 9, 11, 12
10	REC	2		
46	END	0		
45	STUN	3		Total Characteristics Cost: 185

Movement: Running: 11"/22"
Leaping: 11"/22"

Cost Powers END

46	<i>Jade Phoenix Dim Mak:</i> Multipower, 275-point reserve; Common Limitations as listed for slots, but without 1 Charge (-5)			
3u	1)	<i>Fainting Dim Mak:</i> Drain STUN 10d6, Delayed Return Rate (returns at the rate of 5 points Per Hour; +1), Invisible To Sight And Hearing Groups (+¾); Gradual Effect (take 1d6 of each Drain per Day; -1¾), Can Be Cured By Chinese Healing, Character Must Make Ordinary Chinese Healing Roll (-½), Attacker Must Make A Sequence Of Two Blows, Which Do No Damage, And Timing Must Be Perfect (-1¾), Activation Roll 14- (-½), 1 Charge (-2), Costs END (-½) [1]/27		
3u	2)	<i>Deadly Dim Mak:</i> Drain BODY 10d6, Delayed Return Rate (returns at the rate of 5 points Per Hour; +1), Invisible To Sight And Hearing Groups (+¾); Gradual Effect (take 1d6 of each Drain per Day; -1¾), Can Be Cured By Chinese Healing, Character Must Make Ordinary Chinese Healing Roll (-½), Attacker Must Make A Sequence Of Two Blows, Which Do No Damage, And Timing Must Be Perfect (-1¾), Activation Roll 14- (-½), 1 Charge (-2), Costs END (-½) [1]/27		
27	<i>Catch This!:</i> Energy Blast 11d6; OIF (objects of opportunity; -½), Requires A Martial Arts Tricks Roll (-½) 5			
24	<i>Sword Energy:</i> RKA 2d6, Area Of Effect (12" Line; +1); OIF (weapon of opportunity; -½), No Range (-½), Requires A Martial Arts Tricks Roll (-½) 6			
	<i>Martial Arts: Kung Fu</i>			
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Disarm	-1	+1	Disarm, 50 STR
4	Dodge	+0	+5	Dodge all attacks, Abort
4	Escape	+0	+0	55 STR vs. Grabs
3	Joint Lock/Grab	-1	-1	Grab, 50 STR
5	Kick	-2	+1	12d6 Strike

4	Knife Hand	-2	+0	HKA 1d6+1 HKA (2 ½d6 with STR)
3	Legsweep	+2	-1	9d6, Target Falls
4	Punch	+0	+2	10d6 Strike
3	Throw	+0	+1	8d6 +v/5, Target Falls
4	<i>Tien-hsueh Strike</i> -1		+1	3d6 NND (1)
4	Tiger/Dragon Claw	+0	+0	12d6 Crush, Must Follow Grab

4	Uproot/Sand Palm	+0	+0	55 STR Shove
16	+4 Damage Classes (already added in)			
8	Use Art with Axes/Maces/Picks, Blades, Clubs, Hook Sword, Pole Arms, Staff, Three-Section Staff, Whip			
52	<i>Martial Arts Arsenal:</i> Variable Power Pool, 45 base + 22 control cost; OAF (-1), Only For Martial Arts Weapons (-1) var			
5	<i>Iron Skin:</i> Damage Resistance (12 PD/0 ED); Not Versus Guns (-¼) 0			
10	<i>Legs Of The Stag:</i> Running +5" (11" total) 1			
5	<i>Legs Of The Grasshopper:</i> Leaping +7" (11" forward, 6" upward); Requires An Acrobatics Roll (-½) 1			
5	<i>Superior Balance:</i> Flight 6"; Only Along Reasonably Horizontal Surfaces (-½), No Noncombat Movement (-¼), Requires A Martial Arts Tricks Roll (-½) 1			
5	<i>Wall-Walking:</i> Clinging (normal STR); Requires A Martial Arts Tricks Roll (-½), Sideways Movement At Half Ground Rate (-¼), No Ceilings Or Angles Less Than 80° (-¼) 0			

Talents

6	Combat Luck (3 PD/3 ED)
15	Combat Sense 12-

Skills

25	+5 Hand-To-Hand
3	Acrobatics 14-
3	Analyze Style 12-
3	Breakfall 14-
3	Climbing 14-
3	Contortionist 14-
5	Defense Maneuver II
3	Fast Draw (Common Melee Weapons) 14-
2	Gambling (Fan-Tan, Pai-Gow) 12-
2	CK: Hong Kong 11-
1	CK: Millennium City 8-
2	KS: Chinese Healing 11-
2	KS: Chinese Organized Crime 11-
2	KS: The Heroin Trade 11-
6	KS: Kung Fu 15-
2	KS: The Martial World 11-
2	KS: The Millennium City Underworld 11-
2	KS: Yengtao Temple 11-
2	Language: English (fluent conversation; Hakka is native)
3	Paramedics 12-
3	Power: Martial Arts Tricks 14-

- 2 PS: Smuggling 11-
- 3 Sleight Of Hand 14-
- 3 Stealth 14-
- 3 Streetwise 14-
- 12 WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Small Arms, Hook Sword, Three-Section Staff, Thrown Sword, Whip

Total Powers & Skills Cost: 382

Total Cost: 567

200+ Disadvantages

- 10 Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
- 20 Hunted: DEA 8- (Mo Pow, NCI, Capture)
- 20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Casual Killer (Very Common, Strong)
- 20 Psychological Limitation: Greedy And Ambitious (Very Common, Strong)
- 15 Psychological Limitation: Can't Stand Not To Be The Best; Tries To Kill All Who Challenge His Mastery Of Kung Fu (Common, Strong)
- 15 Social Limitation: Secret Identity (Cong Feng, Chinatown merchant) (Frequently, Major)
- 247 Experience Points

Total Disadvantage Points: 567

Background/History: Cong Feng's history at Yengtao Temple and his role as the destroyer of the Temple are chronicled on pages 60 and 121 of *Champions Universe*. His life before that time remains a mystery to all save himself, and he refuses to talk about the matter.

Following his destruction of Yengtao Temple and murder of all of its masters, Cong drifted to Hong Kong, where he put his martial arts skills to work for the Triad gangs. After a year or two of this, he tired of taking orders from others and decided to establish his own criminal empire. However, the Triads had Hong Kong sewn up, so he decided the only thing left to do was go to America, land of opportunity.

Cong arrived in Millennium City, having guessed that his old nemesis Chase was the hero Nightwind, and set up a small shop in Chinatown selling martial arts supplies and similar equipment. He did not, however, establish his own dojo; he had no intention of teaching his martial arts secrets to lesser men. At night he worked in the underworld, first for a couple of tongs (to build a "war chest" and a reputation), but eventually only for himself. Today he's a superhuman mercenary, but with an eye toward becoming a power in the Asian underworld — a dangerous counterpoint to the tongs and the yakuza.

Personality/Motivation: Jade Phoenix is vicious, crude, hot-tempered, arrogant, racist, sadistic, and ambitious — the perfect combination for a super-mercenary and potential crimelord. In addition, he's murderously jealous of anyone whose martial arts prowess (particularly with kung fu) even approaches his own; he'll

try to kill or cripple any such fighters. It was this envy that led him to destroy Yengtao Temple.

Quote: "Ha ha ha ha ha! Is that the best you can do? Let me teach you the *true* meaning of martial arts mastery!"

Powers/Tactics: Jade Phoenix, a master of kung fu, has also mastered his *chi*. This gives him a variety of powers: the ability to run up walls or along narrow branches; *dim mak* strikes; the power to slash the air in front of him and project a wave of sword energy to strike his foe; and more.

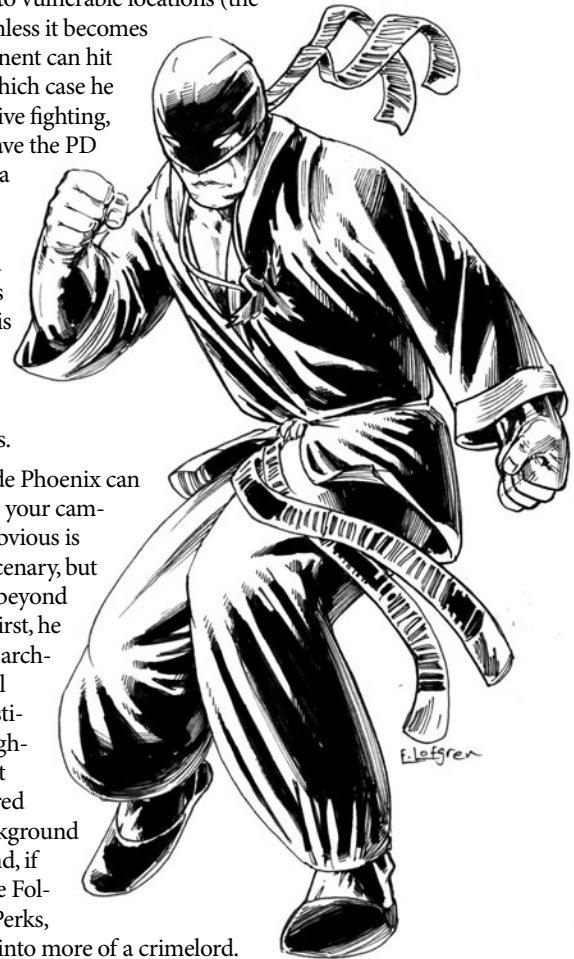
Jade Phoenix usually favors an all-out offense in combat, and prefers kicks to punches. He keeps his Combat Skill Levels in OCV and uses them to take Placed Shots to vulnerable locations (the head, the vitals) unless it becomes apparent his opponent can hit him easily — in which case he switches to defensive fighting, since he doesn't have the PD and ED to absorb a lot of damage. He also likes to use his Acrobatics and movement powers to move around his opponents and attack them from behind or other favorable positions.

Campaign Use: Jade Phoenix can play many roles in your campaign. The most obvious is that of super-mercenary, but you can take him beyond that if you want. First, he could become the arch-enemy of a martial artist PC; just substitute the PC for Nightwind as the object of his greatest hatred and adjust his background accordingly. Second, if you give him some Followers and other Perks, you can turn him into more of a crimelord.

If Jade Phoenix doesn't have the power to match your PCs, give him more Extra DCs, more *chi* powers (see *The Ultimate Martial Artist* and *Ninja Hero* for ideas), or both. If he's too powerful already, reduce his Characteristics and Extra DCs as appropriate, and perhaps discard some of his more esoteric *chi* powers (including Sword Energy).

As a Hunter, Jade Phoenix favors ambushes and vicious beatings. He'll stalk a PC until he catches the character unawares or in a difficult situation, then leap out and attack with fury.

Appearance: Tall (6'5") and weighing 225 pounds of rock-solid muscle, Jade Phoenix wears a red kung fu outfit with a black sash and white cuffs. He conceals his identity with a black half-face mask. Around his neck he wears a jade amulet in the shape of a phoenix (a long-tailed mystical bird).



SIGNAL GHOST PLOT SEEDS

VIPER begins to get a little too close for comfort. Signal Ghost turns to the heroes for protection, preferring a nice, safe cell to whatever the Boys In Green have planned for her. But if she plays her cards right, maybe she can trick the heroes, keep the suit, and get VIPER off her back for good....

Signal Ghost commits a robbery at the Dynamic Technologies Research Group. In other words, she steals some valuable technology from ARGENT. With ARGENT hunting for her, often using tech as advanced as her suit, she needs the heroes' help to survive.

Signal Ghost finds herself attracted to a male PC. Unable to think of a better way to get his attention, she steals something valuable from him and leads him on a cat-and-mouse chase across the city.

SIGNAL GHOST

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1 ½d6 [1]
21	DEX	33	13-	OCV: 7/DCV: 7
14	CON	8	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
10	EGO	0	11-	ECV: 3
9	PRE	-1	11-	PRE Attack: 1 ½d6
14	COM	2	12-	
4	PD	2		Total: 12 PD (8 rPD)
4	ED	1		Total: 14 ED (10 rED)
5	SPD	19		Phases: 3, 5, 8, 10, 12
6	REC	2		
28	END	0		
25	STUN	4		Total Characteristics Cost: 76

Movement: Running: 6"/12"
Flight: 15"/60"

Cost	Powers	END
28	<i>Power Cell Array:</i> Endurance Reserve (120 END, 30 REC); OIF (-½)	0
60	<i>Phase Disruption</i> ("Ghost Touch"): Drain STUN 4d6, Affects Physical World (+2); OIF (-½), Increased Endurance Cost (x2 END; -½)	24
16	<i>Holoprojector Matrix:</i> Sight Group Images, -3 to PER Rolls, Increased Size (4" radius; +½); IIF (-¼), Set Effect (preloaded Images only; -½)	3
18	<i>Phase Suit Padding:</i> Armor (8 PD/10 ED); OIF (-½)	0
27	<i>Phase Suit Modulation:</i> Desolidification (affected by multidimensional energies or magic); OIF (-½)	4
27	<i>Phase Suit Ghost Mode:</i> Invisibility to Sight, Hearing, and Radio Groups, No Fringe, Reduced Endurance (0 END; +½); IIF (-¼), Only Versus Mechanical Perception (-1)	0
23	<i>Phase Suit Jetpack:</i> Flight 15", x4 Noncombat; OIF (-½)	3
5	<i>Suit Radio:</i> Radio Perception/Transmission (Radio Group); OIF (-½), Costs Endurance (-½)	1
5	<i>Mass Spectrovisor:</i> N-Ray Vision (Sight Group; blocked by force fields); OIF (-½), Costs Endurance (-½)	1

Perks

2 Contact: High-tech fence 11-

Skills

6 +3 OCV with Drain

3 Acrobatics 13-
3 Breakfall 13-
5 Climbing 14-
3 Computer Programming 13-
3 Concealment 13-
3 Electronics 13-
4 KS: Millennium City Corporations 14-
1 Language: German (basic conversation; Eng-

lish is native)

9 Lockpicking 16-
3 Persuasion 11-
9 Security Systems 16-
11 Stealth 17-

Total Powers & Skills Cost: 274

Total Character Cost: 350

200+ Disadvantages

25 Hunted: VIPER 11- (Mo Pow, NCI, Capture/Kill)
20 Hunted: MCPD 11- (Mo Pow, NCI, Limited Geographical Area, Imprison)
10 Hunted: Dr. Silverback 8- (As Pow, Imprison)
20 Psychological Limitation: Code Versus Killing (Common, Total)
15 Psychological Limitation: Thrillseeker (Common, Strong)
5 Rivalry: Professional (with other hackers and high-tech thieves)
15 Social Limitation: Secret Identity (Lisa Sutherland) (Frequently, Major)
40 Experience Points

Total Disadvantage Points: 350

Background/History: Lisa Sutherland was a professional thief. She'd always had a wild, romantic streak while growing up in Green Bay, Wisconsin, and spent a lot of her time reading paperbacks full of dashing thieves and roguish pirates who defied law and convention with great style and *joie de vivre*. So, while she maintained her identity by day as a clerk in a small used bookstore, at night she broke into shops, banks, and the homes of wealthy suburbanites.

In the summer of 2002, however, her life changed dramatically. While ransacking an old warehouse in Milwaukee, she found a secret passageway to a sub-basement. The sub-basement contained a hidden laboratory, complete with strange devices, several wall-hangings depicting the infamous VIPER logo, and a middle-aged man at a worktable, dead (heart attack, it looked like). On the worktable lay a white suit lined inside with microcircuitry. Lisa decided to get the heck out of there before anyone from either VIPER or the law found her, but she couldn't resist taking the suit, in case it might be worth something to her usual fences.

Once she tried on the suit she realized she was ready for the big leagues. The strange outfit generated multidimensional energies that let her "rotate" herself partially out of phase with the three-dimensional universe. While wearing it, she could walk through walls! It also included state-of-the-art hologram technology that let her project illusions or become invisible.

Since finding the suit, Lisa has taken her thievery to a whole new level. For the last couple of months, she and her "gang" (helpers she recruits, primarily old high school friends) have specialized in "impossible" crimes, robbing the high-tech corporations and laboratories of Millennium City and selling the proceeds to a fence

specializing in technology. So far, she's avoided the notice of the city's superhuman guardians, but she's getting more brazen with each crime, and VIPER itself has just noticed Dr. Razukov is dead and his suit is missing....

Personality/Motivation: Signal Ghost is in “the Game,” as she calls it, for the thrill of it. She delights in the adrenaline rush of sneaking quietly through a lab at night, avoiding guards and getting away clean with some expensive prototype. She has little interest in violence — she doesn't want to hurt anyone and only preys on “money-grubbing corporations.” She keeps most of the proceeds of her crimes for herself and her friends, though she donates large amounts of money to animal shelters and similar charities.

Quote: None. Signal Ghost doesn't leave cryptic clues or banter with people who try to catch her.

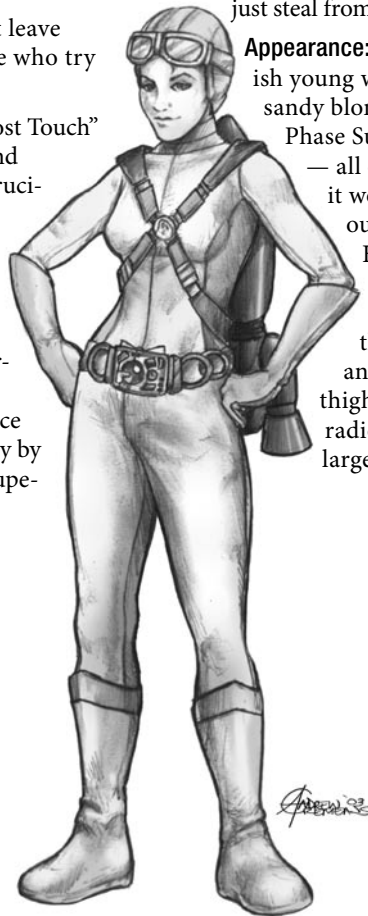
Powers/Tactics: Except for her “Ghost Touch” — the ability to pass her phased hand through a target and cause him excruciating but not lethal pain — and her hologram generator, Signal Ghost has no offensive abilities. Her ability to “expand and rotate” through higher dimensions allows her to pass through three-dimensional barriers, and her suit's assorted stealth abilities help her avoid detection once she gets inside. If confronted directly by a superhero or some other clearly superior force, she cuts and runs.

Campaign Use: You can use Signal Ghost as a “mystery villain” who commits a series of robberies that baffle authorities and finally involve the heroes directly (perhaps she even has the guts to rob their headquarters directly). The challenge is catching her, not beating her in combat.

If you want to toughen up Signal Ghost so she *can* fight the PCs if necessary, boost her Characteristics, increase her Armor to 15/15, and convert her “Ghost Touch” into a Multipower of attacks she can use while Desolidified. If the PCs don't have the ability to come to grips with her, get rid of the Ghost Touch and put an Activation Roll on her Desolidification.

Signal Ghost doesn't Hunt heroes. Even if motivated to gain revenge on one for some reason, she'd just steal from him, not try to hurt him.

Appearance: Lisa is an attractive if tomboyish young woman, 5'5" and 125 pounds, with sandy blonde hair and blue-green eyes. The Phase Suit is a featureless white bodysuit — all of the microcircuitry that makes it work is on the inside. However, the outside components include the Holoprojector Matrix (a rigid belt made of large metal loops with a hunk of gadgetry at the buckle), the Jet Pack (slung low on her back and reinforced at the shoulder and thigh), and a helmet that incorporates radio and microsensor circuitry and large goggles.



WAYLAND TALOS PLOT SEEDS

ARGENT decides Talos has become too much competition and needs to be eliminated. Rather than dirtying its own hands, it decides to trick the PCs into doing the job. Using contacts in the media, it begins playing up the PCs' public image, knowing this is bound to draw Talos's unfavorable attention — and that when he lashes out against them, the PCs will track him down and capture him. What will the heroes and Talos do when they discover ARGENT is playing them both for fools?

Talos teams with Teleios to create and equip clones of all the heroes. They plan to have the clones commit all sorts of high-visibility crimes, thus sully the PCs' names. When everyone's turned against the PCs and their lives are at the most miserable, Talos will order the clones to kill them.

After being diagnosed with terminal cancer, Talos decides to take Millennium City's heroes with him when he goes. He plans to build a massive "energy bomb" to level the city — but first he has to steal the parts he needs. Can the heroes figure out what's going on in time to stop him and save the city?

WAYLAND TALOS

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
25	INT	15	14-	PER Roll 14-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
4	PD	2		Total: 10 PD (6 rPD)
5	ED	2		Total: 11 ED (6 rED)
4	SPD	16		Phases: 3, 6, 9, 12
5	REC	0		
30	END	0		
25	STUN	2		Total Characteristics Cost: 85

Movement: Running: 6"/12"

Cost	Powers	END
56	<i>Gadget Pool:</i> Variable Power Pool, 40 base + 20 control cost; Focus (all powers in Pool must have at least -¼ worth of this Limitation; -½)	var
7	<i>Bulletproof Clothing:</i> Armor (3 PD/3 ED); IIF (-¼)	0
3	<i>Specs:</i> Nightvision; IAF (-½)	0
3	<i>Specs:</i> Infrared Perception (Sight Group); IAF (-½)	0
6	<i>Wristwatch Communicator:</i> HRRP; OIF (-½), Flashed As Sight And Hearing Group As Well As Radio Group (-½)	0
30	Perks	
10	Contacts (throughout the underworld)	
10	Money: Wealthy (\$5 million per year)	

Talents
6 Combat Luck (3 PD/3 ED)
3 Lightning Calculator
3 Lightsleep

Skills
3 Bugging 14-
3 Computer Programming 14-
5 Cramming
3 Cryptography 14-
3 Deduction 14-
3 Demolitions 14-
3 Electronics 14-
6 Forgery (Documents, Money, Commercial Goods) 14-
3 High Society 13-
3 Inventor 14-
3 KS: The Superhuman World 14-
3 Lockpicking 12-
3 Mechanics 14-
3 Persuasion 13-
15 Power: Gadgeteering 20-
3 Security Systems 14-
3 Systems Operation 14-
9 Weaponsmith (all categories) 14-
3 Scientist
2 1) SS: Biology 14-

- 2 2) SS: Chemistry 14-
- 2 3) SS: Electronic Engineering 14-
- 2 4) SS: Mathematics 14-
- 2 5) SS: Metallurgy 14-
- 2 6) SS: Pharmacology/Toxicology 14-
- 2 7) SS: Physics 14-

Total Powers & Skills Cost: 218

Total Cost: 306

200+ Disadvantages

- 20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Bitter Hatred Of Superheroes (Common, Total)
- 46 Experience Points

Total Disadvantage Points: 306

EXAMPLE POWERS FOR GADGET POOL

Class Ring Blaster: This weapon looks like an ordinary class ring — large, gold, a little gaudy, with a bright red stone in the center. But it's actually a powerful blaster (albeit one with limited range and energy).

Energy Blast 8d6 (40 Active Points); IIF (-¼), Limited Range (20"; -¼), 6 Charges (-¾). Total cost: 18 points.

Anaesthetic Gas Button: One of the buttons on Talos's labcoat or sweater sometimes conceals a short-range knockout gas projector.

Energy Blast 4d6, NND (defense is Life Support [Self-Contained Breathing]; +1) (40 Active Points); IAF (-½), No Range (-½), 4 Charges (-1). Total cost: 13 points.

Invisibility Field: Circuitry woven into Talos's clothes allows him to bend lightwaves around himself and become invisible for a short period of time.

Invisibility to Sight Group (20 Active Points); IIF (-¼), 12 Charges (-¼). Total cost: 13 points.

Protection Field: When superheroes threaten, Talos can activate this device, which projects an invisible defensive screen around his body.

Armor (12 PD/12 ED) (36 Active Points); IIF (-¼), 12 Charges (-¼). Total cost: 24 points.

Background/History: For the first time, everything was going perfectly in the life of Wayland Talos. Even though he was only in his early 30s, he'd founded a freelance technology design and consulting firm that was thriving. A year ago he'd married the woman of his dreams — Maria, beautiful Maria, who could see past his scrawny frame to the heart within. He woke up looking forward to every new and wondrous day.

And then the superheroes came and ruined it all.

Maria worked as an administrative assistant in one of those big office buildings downtown — he could never remember which one. Unfortunately,

it was the one a group of terrorists chose to invade and take hostage. The Justice Squadron responded, expecting to end the standoff quickly... only to find the terrorists much better prepared, and much better armed, than expected.

The ensuing battle wrecked a huge section of the building, but only one life was lost — Maria's. Heartbroken and in anguish, Talos was certain of one thing: if those "heroes" had just left well enough alone, his wife would still be alive.

Unable to stop bitterly brooding about the situation, Talos couldn't concentrate on his work, and within a few months he'd lost all his contracts and his company — *another* thing to lay at the feet of these so-called "heroes"! They didn't care about people like him; they just stomped around, fighting, not caring who got hurt in the process.

Determined to strike back at the heroes who'd hurt him, Talos began using his technological expertise to design weapons and equipment for criminals, even supercriminals — anyone who'd go up against superheroes and hurt them.

In July 1992, when he heard the news about the Battle of Detroit, Talos rejoiced that so many heroes had died, not caring that sixty thousand other people lost their lives as well. For once, the heroes had gotten what was coming to them. But the idea of the Millennium Project incensed him. The touch of superheroes befouled the whole concept. It was their fault the city had to be rebuilt, their inspiration that gave rise to the whole "City of the Future" idea, their assistance that made it possible. The whole situation was intolerable.

Unwilling to let the heroes have free reign over an entire city, Talos packed up his shop and his few meager possessions and moved to Michigan. Soon the burgeoning Millennium City criminal element didn't lack for equipment and high-tech weapons. Today, the underworld regards Talos as one of its best armorers, a man who helps it maintain parity in the face of the MCPD's MARS units and high-tech gadgetry.

Personality/Motivation: Consumed by bitterness, anger, and even subconscious guilt at not having protected his own wife, Wayland Talos has spent decades lashing out at the people he deems responsible for all the misery in his life — superheroes, and by extension the public officials and authority figures who don't stop them. But despite all his rationalizations, the truth is he's a vicious, spiteful person who's simply given in to an excuse to exercise his

basest impulses. He *likes* poking society with a stick to watch it howl, and to see people suffer the kind of pain he's suffered. Unable (or, more accurately, unwilling) to participate in the fun directly, he does so indirectly by supplying criminals and terrorists with weapons and technological services. Every time he hears about a villain using one of his weapons to hurt someone, he smiles, briefly... and then gets back to work.

Quote: "It's a simple problem, really. But I have just the weapon to solve it for you."

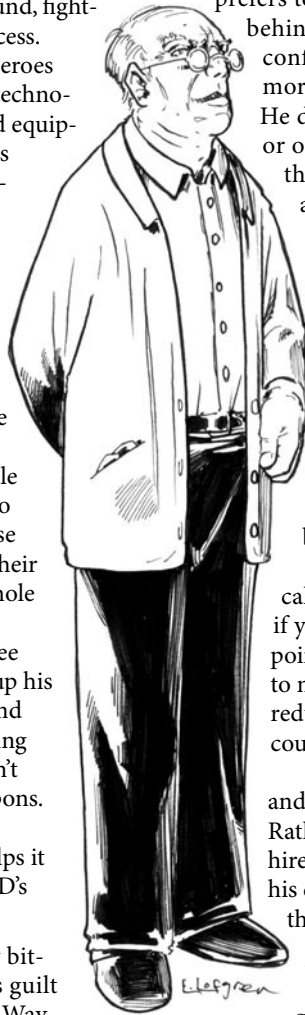
Powers/Tactics: Wayland Talos is basically a coward; he doesn't like pain, and doesn't want to fight anyone, superhuman or otherwise. He prefers to act from within the shadows and behind the scenes. But if forced into a confrontation, he usually has one or more disguised weapons on his person. He doesn't like to carry guns, grenades, or other such ironmongery; he prefers the elegance of a blaster concealed in a piece of jewelry, or an invisibility field generator built seamlessly into his clothes.

Campaign Use: Wayland Talos gives you an easy way to provide criminals with the high-tech gadgets and weapons they need to commit their crimes. If the New Purple Gang needs a tunneling machine, Talos can build it. If VIPER wants to call in an outside consultant to improve its blasters, Talos is the man for the job.

Changing Talos's power level typically involves altering his Gadget Pool: if you want him tougher, give him more points' worth of gadgets; if you prefer to make him closer to a normal person, reduce the Pool to 30 or 20 points. You could also raise or lower his Skill rolls.

As a Hunter, Talos is vicious, spiteful, and cruel — but never directly involved. Rather than attack an enemy himself, he'll hire a supervillain to do it for him, or give his customers discounts on weapons if they'll attack his adversary with them.

Appearance: Wayland Talos looks like a kindly old man — greying hair, glasses, wearing plain sweaters (and sometimes a lab coat or work apron) — until you look at his eyes. Cold and cruel, filled with a bitterness and pain he gladly inflicts on the world whenever he can, they disturb anyone who gazes into them. Although soft-spoken, he has a knack for filling his words with biting malice and uncomfortable implications.



PLOT SEEDS



Here are a few more detailed plot seeds to help you keep your Millennium City campaign exciting and fun.

AMERICAN HERO

Cavalier's finally ready to break through to the big time! Adair Media has offered him a starring role on its latest prime-time reality show, *Sidekick*. Ellis Wheatley has bankrolled Eric's building a second suit of powered armor, less powerful but easier to mass-produce, by promising Adair at least two seasons' worth of great reality programming. The first season of *Sidekick* involves eight contestants living in a Millennium City apartment, competing against each other in various tests of physical and mental prowess and resistance to stress, with the winner eventually becoming Cavalier's partner in crimefighting. Assuming the ratings remain high, the second season will feature the duo's adventures together, as well as an option on future years with additional contestants and possible spinoffs.

Each week's show features assorted physical competitions (races, endurance tests, rope climbs, and the like, all staged at picturesque city sites) and mental challenges (memory and IQ tests), as well as test runs with each competitor getting to learn to use and repair the armored suit. The first eight episodes involve all of the competitors, so the audience can get to know them and watch the soap opera-like interactions between them. Beginning in Week Nine, show officials eliminate contestants one at a time (based on both their test scores and their popularity as determined by the polling on the show's website). Eventually only two remain to participate in a final "fake emergency" run wearing the suit alongside Cavalier, where each of the finalists enters a burning building and battles "enemy agents" armed with paint guns.

Of course, for scenario purposes all of this should go spectacularly awry. One of the contestants might be a plant from VIPER looking to steal the armor. Dan Royce might actually be an alcoholic whose public reputation needs protecting. One or more contestants may get in over his head and need rescuing. Best of all, one of the "abandoned warehouses" set on fire in the climactic episode might turn out to be next door to the Ultimates' secret base, leading to a massive brawl the PCs have to take a hand in.

The first way to play this out is as an ongoing background distraction for the PCs. Adair's planners might ask heroes with good reputations or entertainment industry connections to serve as color commentators or judges. Others might

simply be fans of the show or its hosts (the lovely actress/spokesmodel Charlotte Castain, and former teen sidekick Dan "Sparky" Royce). Still others may consider the whole thing a ridiculous waste of time, but be hard-pressed to ignore it as camera crews constantly turn up around the city to film "the action." If the show succeeds, it might even spark a wave of superhuman-themed reality TV shows, such as a superhero-oriented show similar to *Cops*, which could cause Our Heroes further headaches (or perhaps make them stars).

The other way to run this adventure is as a mini-campaign where each of the players creates characters with 50 Base Points plus up to 50 points from Disadvantages to compete on the show. Create enough NPC contestants to bring the cast to eight, then actually play out the competitions. As the judges eliminate PCs, have their players take the part of NPCs or "adversaries."

GUESS WHAT'S COMING TO DINNER

Dr. Abnel Ali's device (page 5) is actually an interdimensional portal that opens a gateway to a higher dimension where free energy seems to abound. His initial experiments have proven very promising — he's siphoned countless ergs of energy out of the pinprick he opened between our realities. But then, late one night, as he worked alone in his lab, something from the other side noticed his microscopic doorway. From out of his generator flowed a small, golden, glowing, amoeba-like *thing*, and when it touched him it drained all of his energy (a fairly powerful Drain BODY, scaled to be dangerous but not immediately lethal to your PCs). Leaving him cold and nearly dead, the creature began to search for more efficient "food sources," eventually finding the building's electric cables and flowing along them, growing as it worked its way down to the city's geothermal plant.

The PCs get involved as a mysterious rolling blackout strikes the city. Not only do they have to cope with the consequences of the blackout (looting, loss of power at Mercy Hospital during a loved one's critical surgery, and so forth), but they have to find its cause by following the twisting, turning path of powerless buildings along the network of power cables (incidentally learning the layout of the city if they haven't already). When they make it to the Geothermal Power Plant (page 83), the creature should be a massive monster with a Drain BODY and END Area Of Effect, lots of inches of Stretching, and similar powers (consider using modified versions of the Deadly Ooze or Giant Space Amoeba from pages 47 and 201 of the *HERO System Bestiary*, though the former needs to be much bigger and the latter *much* smaller). The

golden glowing blob threatens the entire city, but it's too dangerous to approach directly. The PCs have to get creative, finding a way to defeat it without coming too close; a lure (a small but powerful energy source?) thrown back through the portal it originally came through (expanded in size by a team scientist, a revived Dr. Ali, or Dr. Silverback if necessary) should probably work.

And what *else* might be lurking in that other dimension...?

DETROIT DAY

This is less a seed than a staging ground for various adventures. Detroit Day (July 23rd) is an excellent time to play out encounters with any other heroes you want to feature or introduce. Just about anyone might come to town for the ceremonies and the traditional party at Homestead, leading to lots of enjoyable roleplaying, potential romantic encounters, and other social fun with fellow superheroes. ("Don't you hate it when your cape gets caught in the door of the Superplane?" "That happens to you, too? I thought I was the only one!")

Of course, the Detroit Day celebration makes a tempting target for many supervillains, but not all. The event the day commemorates is a somber one, and many supervillains find it just as upsetting as normal people do and wouldn't think of disrupting things. A few may even mingle with the crowds in their civilian identities. Only truly callous or evil villains (such as Dr. Destroyer, Mechanon, Takofanes, Holocaust, or Eurostar) would try to exploit this situation. Alternately, Menton or PSI may try to take control of the celebration from behind the

scenes and turn it to his/its own ends. Of course, attacking that many heroes at once would truly be the act of a madman. Or would it?

THE GHOST IN THE MACHINE

A rumor has begun to spread in the mailrooms, gyms, and coffee shops of Millennium City that a strange, possibly malevolent artificial intelligence haunts the city's system of Information Kiosks. Built by Skyvox, Inc., the Info Kiosks have become a notable and enjoyable feature of Lennie life; many residents visit one every day. That may change, resulting in all sorts of negative publicity for the city and Skyvox, if the rumors become more widespread, or if something happens that seems to justify them.

According to the most common tale, the "ghost" is an artificial intelligence who spies on everything said or transmitted over the Kiosks' lines. It uses the information to gain power in the "real world." You should decide whether this "spy" actually exists, and if so whether it's an AI being, the Signal Ghost (page 124), a plot by the Hzeel or some other potential alien invader, harmless hackers, one of Skyvox's corporate rivals... or something else.

PICTURES IN THE SKY

Millennium City's holographic billboards attract a lot of attention from advertisers and consumers. Eventually they may attract the interest of supervillains who want to turn them to their own nefarious purposes.

The primary candidate for this sort of thing is Mirage, whose mastery of holographic technol-



ogy would allow her to tap into and manipulate the images on the billboards with relative ease. All you have to do is decide *why* she would do it — what's her motivation, what does she stand to gain?

Since Mirage primarily wants to humiliate and defeat superhumans, not become rich through crime, she wouldn't undertake a scheme like this on her own unless she could turn it against the Champions and their fellow heroes. She might, for example, try to use the altered holograms to send subliminal messages to the Millennium City populace to change their opinions of superheroes from generally positive to overwhelmingly negative. She might even target the heroes directly, perhaps trying to inspire feelings of depression or despair in them to subtly coerce them into revealing their secret identities, giving up heroing, or the like. Maybe the billboards are part of her ongoing rivalry with Utility, with each of them competing to display the most harmful pictures of heroes.

Of course, she may not be working for herself. In need of money, she may have hired her services to a villain who wants to use the billboards for more mundane criminal activity. More interestingly, she might not be acting of her own free will. Suppose, for example, that PSI took control of her mind and used her to incorporate the 3-D billboards into its general scheme to take over the city. Suddenly the subliminal messages turn people against politicians that aren't in PSI's back pocket, or perhaps flash embarrassing pictures or messages about people PSI wants to strip the influence from. Alternately, suppose someone like Holocaust or Interface kidnaps one of her loved ones to force her to help with his latest fiendish plan. In either case, she may soon find herself fighting alongside the superheroes she hates so much as she tries to get

revenge on her exploiter and stop him from using her proprietary technology.

For a more humorous scenario, have Foxbat take control of the holo-billboards. Suddenly "Defender is a fink!" and "Can't touch *my* Master Plan!" messages take the place of ads for Nar-Cola and Swift-T Chicken.

THE MINUTEMEN ARE COMING

On Nakagawa Street, near the intersection of the Downtown and City Center districts, sits an office building. From the outside, it looks like a typical Lennie building — tall, gleaming, high-tech, new. Walkways connect it to nearby buildings, and people come and go with regularity during business hours.

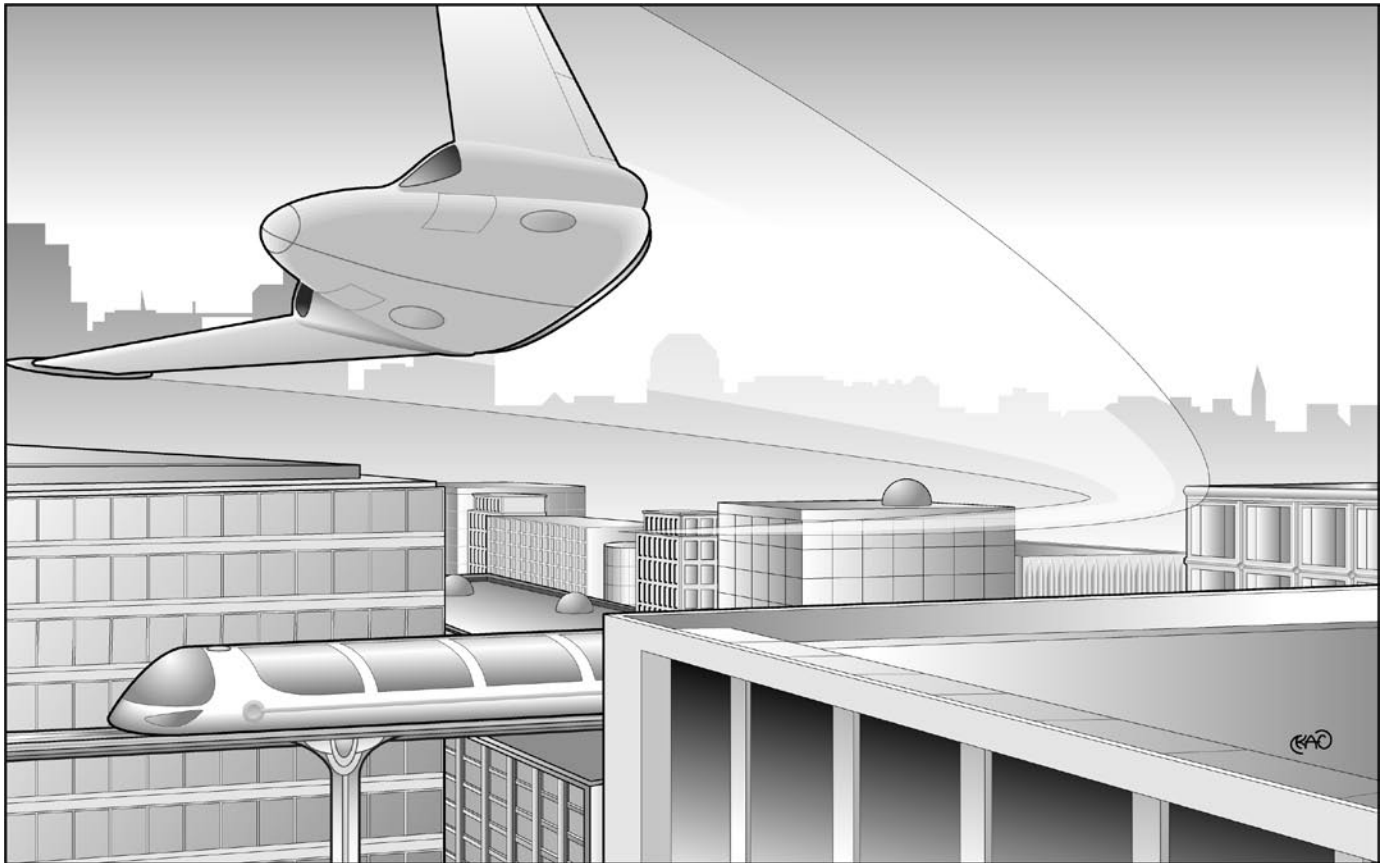
But not all of them have licit business to conduct. While most of the firms occupying the building are completely aboveboard, one is the Millennium City office of the Institute for Human Advancement. The IHA has had a strong presence in Millennium City since 1996, when it established a branch there to address "the growing threat posed to the citizens of the north-central United States and Canada by mutant superhumans." Tireless in its criticism of mutants and the governments that sanction and employ them, the IHA has been a thorn in the side of the City Council ever since the Council established an official working relationship with the Champions.

Sapphire, the Champions' resident mutant, and Teknique, a mutant working for the FBI, in particular attract the IHA's attention; it often pickets outside Homestead or the local FBI headquarters. (The IHA suspects Kodiak is a mutant, too, but its covert mutant detection devices don't register him as one. For now, it settles for calling him a "mutant-lover" because he works with Teknique.) The IHA's Division Director in Millennium City, Robert Townsleigh, has decided it's time to do more than just picket.

Although the IHA leadership has ordered its Division Directors to take no direct action against mutants for the time being (it wants to roll out its Minuteman program all at once across the nation), Townsleigh doesn't intend to obey. He hates mutants even more fanatically than the average IHA member, and he thinks the leadership is taking a "too slow and cautious" approach to the problem. He feels the IHA must confront and dispose of "the mutant menace" as soon as possible, regardless of how extreme its methods must become — particularly when the menace has become influential due to the "corruption" of public officials or the adulation of a populace that doesn't understand the extent of the peril.

As one of the IHA's largest and most important offices, the Millennium City branch currently has two Minutemen robots. It keeps them in special silos built into a building it owns in Rivertown (a building constructed by a contractor sympathetic to the organization's views, so no one knows about the silos). Townsleigh has even had ARGENT equip the Minutemen with special force-fields that provide 10 points of both Mental Defense and Power





Defense, so they can better resist Technique's powers. All he's waiting for is the right opportunity — a chance to kill both Sapphire and Technique at once.

When he hears that Technique and Witchcraft are both going to be guests on Sapphire's weekly talk show on WEGG ("This week's topic — Superheroing by Superheroines! How do we fight crime and look so good doing it?"), Townsleigh knows his time has come. He plans to unleash the Minutemen, backed by IHA members armed with weapons provided by ARGENT, to attack the radio station and kill the two mutants. If Witchcraft interferes, they should kill her, too.

To run this scenario, simply substitute your group's mutant(s) for Sapphire's guests (or use prominent NPC mutant heroes your PCs are friendly with). If necessary, increase the number of Minutemen and IHA members until they pose a significant threat to the group and NPC heroes combined. If necessary, have the heroes hear about the incident only *after* the Minutemen defeat the mutant heroines and take them prisoner (Townsleigh decides to use them for anti-mutant experiments instead of killing them outright), then turn the adventure into a running chase/battle/investigation across the city.

FIRE IN THE HOLE

Page 55 mentions the abandoned mines and quarries outside the city. Remnants of the days when copper and iron were extensively mined in the area, the tunnels have mostly been blocked, while most of the quarries have filled with water

and turned into lakes. However, a few remain dry, and the United States military and various corporations often use them, and the tunnels, for testing weapons and other devices, or even conducting training exercises.

But sometimes those who dig too deep awaken things best left sleeping and forgotten. The old tunnels and quarries could easily hide all sorts of menaces that soldiers or scientists might unwittingly release. Examples include:

- **The Elder Worm.** Maybe some of the Slug's people hid deep beneath the surface here, aeons ago. Their awakening, or even their stirring if they subconsciously sense human minds nearby, could attract the Slug's unwelcome attention. And if his followers happen to have a cache of powerful Elder Worm relics, the group of them could easily pose a threat to Millennium City's very existence.

- **Ancient Indian spirits.** Perhaps a powerful Indian earth-spirit, driven insane by years of captivity and man's pollution of the environment, breaks free to wreak havoc. Can the PCs calm it down and enlist its help to correct some of the wrongs that enrage it, or must they simply defeat and destroy it?

- **Another of Dr. Destroyer's secret laboratories.** Maybe the facility Destroyer used in 1992 was not his only major base in the area. He may have built another lab in one of the tunnel complexes, and now he's decided to use it....

- **Lemurians.** Perhaps Zorran the Artificer is assembling an army of his people to conquer the United States, starting with Millennium City.

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